

Everybody Fits In

Gameplay Sketch by Timothy Carbone

Intent

Everybody Fits In is a 2D puzzle game for PC that has players finding the best way to fit variously-shaped students into the limited space of classrooms. The intent behind the game is to create an informative and engaging game for younger students that teachers can use to teach their classes about children on the Autism spectrum. The game uses short storyboard scenes and spatial puzzles to teach the broadness and many traits of those on the spectrum.

Target Audience

The target audience for *Everybody Fits In* is students aged 6-9. The game is built as a tool to be used by teachers to inform their students about Autism at an age where they are beginning to develop social relationships with each other. The game can teach students who are not on the spectrum about the condition, and students who *are* on the spectrum that they aren't as different from other students as they may feel. The game's mechanics are simple and its message is very understandable when used in tandem with a lesson plan. Kids will also be drawn in by the colorful art style that mixes sketch and vector art to create a friendly atmosphere.

Context/Environment

The context and environment of *Everybody Fits In* is an average elementary school. Students in this school are, for some reason, varying shapes and sizes. The children on the Autism spectrum are viewed as different shapes and sizes, while children not on the spectrum are all squares of similar sizes. However, when all of the students are fit perfectly into the room, everyone forgets each other's shapes and sizes and instead sees each other as equals in one large class.

The levels will be different classrooms in a school, such as a normal classroom, and art room, and a gymnasium. The board will be the area of the classroom for all of the desks, which will be what the puzzle's Student Pieces are.

Gameplay

Each level opens with the introduction of the character/s in the level that is on the spectrum. It will teach the player a certain trait that they have that makes them stand out. The player is presented with various rooms in a typical school that have a certain amount of space to hold the students. The player must take the variously-shaped student pieces given to them and try to fit them all onto the board so that the class perfectly fills the space. Pieces can be clicked and dragged onto the board, as well as rotated. The rooms of the school will be different shapes, and certain rooms may have more elements to them than just the students, such as basketball carts in the gymnasium, that must be used in order to fill the space perfectly. Once the puzzle is completed, all of the lines defining the students' shapes will fade away. In later levels, certain spatial puzzles will force certain students to be placed in specific places, such as keeping a student on the spectrum with noise sensitivity away from a very loud student.

Example



The level opens with some storyboard slides telling the player that Tommy, the child on the spectrum in this level, has trouble talking to people and making friends. A player is then presented with a classroom that has a specific outlined shape, as well as five student pieces. The blue piece, representing Tommy, is already placed on the board. The player drags the orange, purple, and yellow square students onto the board into places they seem like they'd fit. They try to fit the last piece into the remaining spot, but the shape does not fit. The player then rotates the big red triangle 180 degrees and places it in the final spot to complete the puzzle. The shapes of the pieces fade away and just leave behind all of the students, together as one group, in a rainbow pattern.