Assessment Task 1

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Game Theme:

"Body Builder Puzzle Adventure" is a drag-and-drop game designed for children aged 7-11 to learn about human anatomy in a simple and engaging way. In this game, players assemble different parts of the human body like a puzzle, gaining insights into anatomy as they progress through levels.

The gameplay will consist of:

**Body Puzzle Challenges**: Each level focuses on a specific body part or system (e.g., heart, lungs, digestive system). Players are presented with a jumbled-up mess of organs and body parts that they need to organize correctly.

**Drag-and-Drop Mechanics**: Using simple drag-and-drop mechanics, players move organs and body parts to their correct positions. For example, drag the heart to the chest area, the lungs to the respiratory system, and so on.

**Interactive Feedback**: When a correct placement is made, the game provides positive feedback, such as cheerful sounds or animations. If a mistake is made, a gentle correction is given to guide the player.

**Educational Labels**: Each organ or body part comes with educational labels, introducing players to the names and functions. For instance, when placing the heart, a label might pop up saying, "This is the heart. It pumps blood to the rest of the body."

**Progressive Difficulty:** The game gradually increases in complexity, introducing more body parts and systems as players advance. This ensures a steady learning curve and prevents overwhelming the players with information.

**Fun Facts:** To keep things entertaining, include fun facts about the organs and systems. These can be triggered when a player successfully completes a level.

**Replayable Levels:** Players can revisit completed levels to reinforce their learning or help others who may be struggling.

Choosing the correct colours:

**Puzzle Pieces: Pastel Colours (Pink, Blue, Purple, Green):** Ill opt for pastel variations for puzzle pieces to differentiate between the various organs and body parts. This keeps the game visually appealing without being overly bold.

**Educational Labels: Dark Gray (#333333):** Use a neutral, dark Gray for educational labels. This colour ensures that the text is easily readable against the lighter background while maintaining a clean look.

**Positive Feedback: Green (#00FF00):** When players correctly place a puzzle piece, a bright green colour for positive feedback effects like animations or highlights will reinforce that the user did a good job. Green typically signifies success and positivity.

**Correction Feedback: Red (#FF0000):** For gentle corrections, such as when a puzzle piece is misplaced, I’ll use a soft red colour. This communicates the need for adjustment without creating a negative atmosphere.

**Fun Facts: Purple (#800080):** ill Incorporate a purple colour for fun facts. Purple adds a touch of creativity and curiosity to the learning experience.

**Borders and Outlines: Light Gray (#CCCCCC):** ill Use a light Gray for borders and outlines to maintain a clean and uncluttered appearance. This colour helps define different game elements without being too distracting.

**Menu and UI Elements: White (#FFFFFF) and Light Blue (#87CEEB):**  I’m using these colours to keep menu and UI elements clean with a combination of white and light blue. This ensures that information is easy to read and navigate.

The fonts I’ll use:

A screenshot of a phone

Description automatically generatedFor this game I need something easy to read whether the font size is big or small so I’ve opted to use Dosis. Dosis is a clean and modern sans-serif font with rounded edges. It provides excellent readability, especially in smaller sizes, making it suitable for educational content and UI elements.

Walkthrough of the game and how the user will progress:

Upon launching the game, players are greeted with a title screen featuring the game's logo and the user’s character. A catchy and upbeat soundtrack sets the tone for the adventure. A brief bit of dialogue introduces the game's storyline, explaining that the explorer has a mission to save a fictional world by solving health-related problems within the human body. The goal is to complete levels and learn about different body systems. The first level serves as a tutorial, guiding players through the drag-and-drop mechanics. Players learn to place organs in their correct positions, and interactive elements like positive feedback pop-ups and correction feedback are introduced. As players progress through levels, they encounter different body systems (e.g., circulatory, respiratory, digestive). Each level presents a new puzzle with organs scattered around, and players must drag and drop them into the correct positions. Upon finishing a level the user is provided a cheerful ding sound signifying the completion of the level. The game will include 5 different levels each with progressing difficulty and new information. Upon completion the users character will display on screen with a well done message saying they successfully saved the world. Each level is replayable to allow the users to go back and brush up on knowledge of certain areas.

Feedback from the form:

A screenshot of a computer

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A screenshot of a questionnaire

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