

Seek and Sight - Game Design Brief for UX & Game Designers

Overview

This brief outlines the design vision and UX goals for two key worlds within the Seek and Sight MVP: Ellie Engineer's World and Techie Tim's World. These game environments are tailored for children with learning disabilities to build sight word recognition through fun, multisensory activities.

Game 1: Ellie Engineer's World - Construction-Based Sight Word Games

Theme: A playful construction site.

Target Age: 4-7

Disabilities Addressed: Dyslexia, ADHD, visual processing challenges

Mini-Games:

- Word Tower: Stack blocks labeled with sight words to build a tower.
- Tool Match: Match tools (e.g., hammer, wrench) to sight words.
- Fix It: Place sight word planks into gaps to repair broken objects like bridges.

Storyboard Summary - Ellie Engineer's World

Level Start: Construction site opens with Ellie welcoming the player.

Task 1: Player sees floating blocks with words. Must drag correct ones to stack.

Task 2: Tools appear. Match correct sight words to tool images.

Task 3: A broken bridge blocks the path. Drag word planks into place to fix it.

Reward: Bridge opens to a new area, Ellie cheers, rewards like stars appear.

Game 2: Techie Tim's World - Coding-Themed Sight Word Games

Theme: A tech-savvy environment introducing basic coding logic.

Target Age: 5-8

Disabilities Addressed: ADHD, dyslexia, executive functioning delays

Mini-Games:

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- Robot Path Builder: Drag commands like 'go', 'stop', 'jump' to direct a robot.
- Command Debugger: Identify and correct faulty command sequences.
- Robot Builder: Earn custom parts by completing levels.
- Action Word Arena: Quick-tap game to reinforce commands through fast-paced play.

Storyboard Summary - Techie Tim's World

Level Start: Tim introduces the player to the robot helper.

Task 1: Player drags command words into a sequence to guide the robot.

Task 2: Robot gets stuck. Player must fix the sequence.

Task 3: Robot completes task and picks up stars or gear rewards.

Reward: Robot gets a new part, Tim celebrates, level complete.

Design Needs for UX/Game Designers

- Wireframes for each mini-game interface
- Visual cues for learning disabilities (e.g., audio icons, bold text, simplified navigation)
- Engaging feedback loops (animation, sound, reward)
- Character interactions that are culturally inclusive and emotionally positive
- Visual consistency with other worlds and dashboards