**Stewart Learns to Code**

**Samantha Wolf’s Capstone Project**

Overview:

Stewart Learns to Code is a visual novel style coding education game which will see the player playing as the character Stewart, who has decided he wants to learn how to code and needs the player’s help to do so. Gameplay will consist of various stages/lessons where the player will be taught a basic coding concept and then asked various questions related to it as they progress the story. If they get all a stage’s questions correct, they will be rewarded with a collectible which can then be equipped onto Stewart. Additionally, the ending of the story will differ depending on how many questions the player got correct.

Outline:

* Visual novel style stages where the player is taught a basic coding concept and then asked questions related to the concept. Concepts will include the following.
  + Reading Code
  + Variables
  + If & If/Else
  + While
  + Functions
  + Etc.
* Collectibles the player will be rewarded by getting all a stage’s questions correct.
* Main menu which the player can select specific stages from & view/equip their obtained collectibles
* Various endings depending on their total number of questions correct.
* Simplistic animation