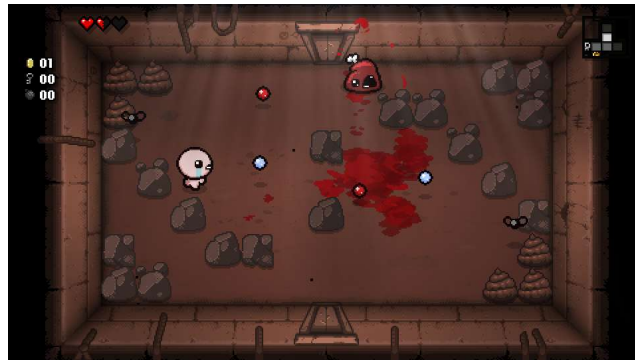


# LOLA'S LEARNING

## GAME DESIGN DOCUMENT

### Executive Summary:

- Overview: The main character, Lola, has to wander through classrooms and answer questions to proceed to the next room. All the classrooms are the same, except they slowly deteriorate into a horror-looking room. It is almost as if the character is going through a nightmare. If Lola gets a question right, she is rewarded. If she gets the question wrong, the nightmare becomes more visible and she will eventually have to run away from a monster.
- Related Games: Baldy's Basics
- The World: A school classroom / an alternate dark-realm  
Room design is similar to the one below (not exactly, but like a rectangular room with a door but doors are locked until you complete your task in the room)



- Main Character: Lola
- Enemies: The monster
- Main Game Mechanics: Moving with the arrow keys, typing or clicking on answers, running away from the monster, unlocking rooms by getting questions right, etc
- Character Goals: Answer the questions right, escape from this nightmare
- Game Win: Escape the monster/ defeat the monster / answer all the questions right / escape the nightmare
- Game Loss: Get eaten by the nightmare monster

### User Interface Mock-up(s):

**Controls:**

- ARROW KEYS to move
- SPACE BAR to interact
- MOUSE to interact with questions

**Developer Roles:**

- ★ Doreen Ansah:
  - Sound Engineer
  - Level Designer
  - Game Designer
  - Programmer
- ★ Amanda De Rosa:
  - Head Programmer
  - Game Artist
- ★ Emma Florent:
  - Sound Engineer
  - Level Designer
  - Game Designer
  - Programmer

**Schedule of Releases:**

- 11/16: Prototype (initial draft)
  - ◆ Accomplishments:
- 11/23: First playable (look and gameplay integrated)
  - ◆ Accomplishments:
- 11/30: Pre-Alpha (all characters and levels integrated)
  - ◆ Accomplishments:
- 12/07: Alpha (will be shared for testing)
  - ◆ Accomplishments:
- 12/13: Gold Master (final version)
  - ◆ Accomplishments: