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: