“MILIONERZY”  
One Page Design Document

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| Platforms | PC |
| Price | Our game is free. |
| Playtime | It’s 10 minutes but you can click play again and during the game you will have other questions than in previous game. |
| Age Rating | Our game is for everyone. You should only can read. |
| Planned Release | Nowadays we don’t plan release this game. |

# (Basic info about your game)

# Game Pitch

Millionaire program where we check your knowledge.

# At the beginning, you see the host of the game. He gives you instructions about everything. After clicking “Play,” you will see a question, four answers, levels, and lifelines. You can use each lifeline only once, and you mustn’t use two lifelines on one question. When you choose the correct answer, you will advance to the next level. After the twelfth question, you win the game. If your answer is wrong, you lose, but you can click “Play Again.”

# Game Systems

Question draw module- It’s a system of drawing questions. In code we have array with questions. Our module drawing one of the questions from this array and create new array “usedQuestion” where writes down drawn question. When algorithm drawing next question, he check array “usedQustion” and if drawn question exist in “usedQustion” he drawing again. After finish of game “usedQustion” is cleaning. this is the most efficient method.

The first lifeline- This lifeline change colors of two ansewrs. One of them is correct and one of them is incorrect. We have array “corrects” with corrects question. Algorithm iterates over all answers and check which of the answers displayed is in “corrects” array. After this algorithm check value of boolean “IncorretctChanged”. If this boolean is false code change colors of wrong answers. But how only one of this wrong answer changed color ? Because in our condiotion after first change color, IncorretctChanged

changes to true,and rest of wrong answers won't happen in time before change of this boolean.

The second lifeline- This lifeline change colors of one wrong answer. Algorithm check two condiotions. Which answers don’t exist in corrects array and whether “IncorretctChanged” is false. After this code change color one of the wrong question and change boolean “IncorretctChanged on true , and rest of wrong answers won't happen in time before change of this boolean.

Third lifeline-This lifeline change question on different question. Alghritm cleaning place with question and answer and performs operation of generating new question. Previous answer is saved in “usedAnswer” array and player won’t see this question again.

Every lifeline have object “numberOfChance”. In code we have condition which check value of “numberOfChance” and block using two lifelines in one question.

# Gameplay

Player replies on questions, he can use lifelines after correct answer he go to the next level. After wrong answer he finish game and player can play again. If he replies to twenty questions correct he win.

# Story This game is a mapping of popular tv program millionaires . We wanted to creating game in which after lose or win player can play again and again with different question and have a lot of fun. In addition, player may also learn something.

# Objectives

Answer 12 questions and win a million zlotys, using as few lifebuoys as possible.

# Unique Selling Points From the technical side, I believe that the game algorithm is as simple and efficient as possible. What makes the game stand out is that, in addition to having fun, the player will definitely learn something

# Target Audience

# I believe that the game is for a wide audience. Please imagine a situation when a young person plays our game and shows it to their parent, who also gets involved and together they answer questions and try to win.

# Competitive Products

# In the internet exist very similar game but with very old and ugly graphic. However, it has a lot of views and its own group of recipients, which is surprising for such a simple game.

# Supplemental Art Obraz zawierający ubrania, rysowanie, kreskówka, osoba Opis wygenerowany automatycznieObraz zawierający tekst, zrzut ekranu, krąg, Czcionka Opis wygenerowany automatycznieObraz zawierający krąg, Grafika, logo, zrzut ekranu Opis wygenerowany automatycznie