## 1. Title and Overview

### - Game title

Heritage quest



## Introduction

"Heritage Quest" is an innovative and engaging mobile game designed for iPads, specifically targeted at kids and teenagers. This game uniquely combines elements of adventure and puzzle genres, creating an immersive experience that captivates and educates its players about the rich cultural heritage of Saudi Arabia.

Set against the vibrant and historically rich backdrop of Saudi Arabian cities and landscapes, "Heritage Quest" invites players into a world of exploration and discovery. The game's protagonist, a young girl, travels back in time, embarking on a journey that unveils the mysteries and stories embedded in Saudi Arabia's past. This narrative-driven adventure is not just about exploring the physical spaces of the country; it's an odyssey into its soul, revealing the traditions, customs, and heritage that have shaped Saudi society.

The game is crafted to resonate with its target audience through its relatable characters, engaging storyline, and interactive gameplay. Designed to align with the cognitive and emotional development of students, "Heritage Quest" uses language and themes that are accessible and appealing to this age group. The narrative is crafted to be educational yet thrilling, ensuring that players are learning about Saudi heritage in a manner that is both enjoyable and memorable.

At its core, "Heritage Quest" is more than just a game; it is an educational tool that bridges the gap between past and present, making the rich history of Saudi Arabia accessible and engaging to the younger generation. It aims to foster a sense of pride and interest in Saudi heritage, encouraging players to explore and appreciate the cultural depth and historical significance of their country.

Through its unique blend of storytelling, gameplay, and educational content, "Heritage Quest" promises to be a journey that is as enlightening as it is entertaining. It is a game that does not just tell a story—it invites players to live and experience it, making them a part of the rich tapestry of Saudi Arabia's heritage.

## II. Type and Genre

"Heritage Quest" masterfully combines adventure and puzzle game types to offer a captivating and educational experience for users. This blend is carefully crafted to resonate with the tech-savvy, curious nature of today's youth, while simultaneously immersing them in the rich cultural and historical fabric of Saudi Arabia.

### Adventure Genre

* Exploration and Discovery: At the heart of the adventure genre, players explore a variety of settings across Saudi Arabia, each authentically representing the nation's historical and cultural essence.
* Story-Driven Gameplay: The narrative is central to the game, guiding players on a time-traveling journey to experience Saudi Arabia's heritage.

### Puzzle Genre

* Problem-Solving with Classic Puzzles: Incorporating classic puzzle formats, the game challenges players with familiar yet innovative brain-teasers, enhancing the traditional puzzle experience.
* Educational and Trivia Elements: Puzzles are interwoven with educational content, including trivia wheel questions that test and expand players' knowledge about Saudi heritage.
* Engagement Through Variety: The game offers a range of puzzles, from classic formats to trivia challenges, ensuring that players remain engaged and that the educational content is absorbed effectively.

## III. Theme and Features

Central Theme: Discovery of Saudi Heritage through Targeted Time Travel

"Heritage Quest" revolves around the captivating concept of targeted time travel, where players explore the heritage of different cities in Saudi Arabia, each locked in a specific historical era. This theme not only offers a rich exploration of the country's diverse cultural history but also allows players to engage deeply with the unique heritage of each city.

City-Specific Time Travel: players travel to one distinct historical period in each city, uncovering the unique cultural and historical identity of that locale.

- Immersive Historical Experience: Each city's era is meticulously recreated to offer an authentic experience, reflecting the traditions, architecture, and societal norms of that period in Saudi history.

### Key Features

1. City-Based Scavenger Hunts:
   1. Players engage in scavenger hunts tailored to each city, seeking artifacts and cultural symbols relevant to that city's era.
   2. These hunts enhance the exploration experience and serve as a gateway to learning about the specific heritage of each location.
2. Puzzles and Trivia Challenges:
   1. A mix of puzzles, including traditional formats and trivia questions, challenges players’ knowledge and understanding of the specific historical and cultural context of each city.
   2. These interactive elements make the discovery of local heritage engaging and intellectually stimulating.
3. Narrative-Driven Exploration:
   1. The game’s story unfolds as players explore each city, tying their discoveries to the broader historical and cultural narrative of Saudi Arabia.
   2. This approach allows players to connect personally with the history and culture of each location.
4. Authentic Cultural Representation:
   1. Each city’s era is represented with attention to detail, including accurate depictions of clothing, food, architecture, and customs.
   2. This feature immerses players in the true essence of each city’s heritage.
5. Educational Content Integration:
   1. Educational segments are seamlessly integrated into the gameplay, providing insights into the history, traditions, and heritage specific to each city.
   2. These segments are crafted to be both informative and engaging, enhancing the overall learning experience.

## IV. Target Audience and Platform

Target Audience: Teens and kids with a Curiosity for Heritage

"Heritage Quest" specifically targets:

* **Age Group**: around 8-18 years.
* **Interests**: Teens and kids with an interest in history, culture, and gaming, as well as those looking for an engaging educational experience.
* **Learning Style**: Catering to the learning styles of this age group, the game combines visual, auditory, and kinesthetic elements to ensure a comprehensive educational experience.

### Platform: portable devices

The choice of portable devices as the platform for "Heritage Quest" is driven by their widespread use and accessibility among the target audience. The game is designed to leverage the unique features of portable devices, enhancing the gaming experience:

* Touchscreen Interface: Emphasizing the intuitive touchscreen interface common to most portable devices, the game offers an interactive and engaging user experience. This allows for smooth navigation and gameplay, making it natural and enjoyable for players.
* Graphics and Display: Utilizing the high-resolution displays common in portable devices, the game brings the vibrant and colorful visuals of Saudi Arabia's heritage to life, enhancing its visual appeal.
* Portability and Accessibility: The inherent portability of these devices means that players can engage with the game in various settings – at home, in school, or on the go – making learning and entertainment possible anywhere.
* Educational Integration: Given the increasing use of portable devices in educational settings, the game can be easily integrated into learning environments, serving as a useful tool in classrooms or extracurricular activities.

## V. Distribution Method

The distribution of "Heritage Quest" is a critical component of its success. The game will be made available through channels that are easily accessible to the target audience, ensuring wide reach and easy download.

### App Store:

Primary distribution through the Apple App Store, leveraging its global reach and credibility.

Optimized listing with engaging descriptions and visuals to attract the target audience.

### Educational Platforms:

Collaboration with educational platforms and schools to integrate the game into curriculums or extracurricular activities, highlighting its educational value.

Partnership opportunities with educational apps and websites that cater to teens and kids.

## VI. Content: Graphics, Sound, and Interfaces

### **Graphics**: Colorful and Vibrant Depiction of Saudi Heritage

"Heritage Quest" stands out with its visually striking graphics that are both culturally authentic and artistically vibrant. The graphic design plays a crucial role in immersing players in the historical eras and cities of Saudi Arabia:

* Historical Accuracy with Artistic Flair: While ensuring historical and cultural accuracy in the depiction of different eras and cities, the graphics are imbued with a colorful and vibrant aesthetic to appeal to the teenage audience.
* Culturally Rich Visuals: The game features detailed renditions of traditional Saudi attire, architecture, and landscapes, offering players a visually rich experience of Saudi heritage.
* Animation and Effects: Smooth animations and special effects bring the game's world to life, enhancing the immersive experience.

### **Sound**: Engaging Audio Experience

The sound design in "Heritage Quest" is crafted to complement the visual richness and enhance the overall gaming experience:

* Traditional Music: Incorporating traditional Saudi music, the game's soundtrack provides an authentic auditory backdrop, reflecting the cultural setting of each era.
* Ambient Sounds: Realistic ambient sounds, such as market chatter or desert winds, add depth to the gaming environment, making the exploration more engaging and real.

## VII. Rules, Goals, and Feedback Mechanism

### Rules of the Game

"Heritage Quest" is designed with a set of straightforward yet engaging rules that guide the gameplay, ensuring it is easy for users to understand and follow:

* **Time Travel Exploration**: Players travel to a specific historical period in each Saudi Arabian city, exploring various locations and scenarios relevant to that era.
* **Scavenger Hunt and Puzzle Solving**: In each city, players participate in scavenger hunts and solve puzzles that reveal cultural and historical facts.
* **Collecting Artifacts**: Players collect artifacts and historical items, each linked to a piece of cultural or historical knowledge.
* **Limited Hints**: Players have access to a limited number of hints for puzzles, encouraging them to think critically but providing help when needed.

### Goals of the Game

The primary goals in "Heritage Quest" are educational and exploratory, designed to engage players in the rich heritage of Saudi Arabia:

* **Uncover Historical Gems**: The main objective is to uncover the 'hidden gems' of Saudi heritage in each city, symbolized by finding a key historical artifact or knowledge.
* **Complete the Collection**: Players aim to complete their collection of artifacts and knowledge from each city, representing a comprehensive understanding of that city's heritage.
* **Cultural Mastery:** The ultimate goal is to achieve mastery of Saudi heritage, demonstrated by completing all city levels and challenges in the game.

### Feedback Mechanism

"Heritage Quest" employs an interactive feedback mechanism to keep players informed and motivated:

* **Progress Tracking**: Players receive updates on their collection progress, including artifacts gathered and puzzles solved.
* **Rewards and Recognition**: Successful completion of puzzles and scavenger hunts yields rewards, such as virtual trophies or unlockable content, providing a sense of achievement.
* **Educational Insights**: After solving puzzles or completing challenges, players are presented with educational insights and facts, enhancing their learning experience.

## VIII. Cultural Details

### Integration of Saudi Culture

"Heritage Quest" meticulously integrates various aspects of Saudi culture into its gameplay, offering players an authentic and immersive experience of the kingdom's rich heritage. Key cultural elements included are:

* **Traditional Clothing**: The game features traditional Saudi attire, accurately representing the clothing styles of different historical periods and regions. This includes not just the attire of the main characters but also the NPCs (non-player characters) encountered in various cities.
* **Local Cuisine**: Saudi cuisine is showcased throughout the game, with players encountering traditional dishes and learning about their historical and cultural significance. This could be through puzzles related to cooking, gathering ingredients for traditional recipes, or trivia questions.
* **Regional Accents and Languages**: Language plays a key role in puzzles and interactions, offering educational insights into the linguistic diversity of Saudi Arabia.
* **Cultural Traditions and Practices**: The game incorporates various cultural practices and traditions, such as festivals, arts, and social customs. These are woven into the storyline and gameplay and even in the puzzles, allowing players to experience and learn about these traditions first-hand.
* **Historical Locations and Landmarks**: Players explore well-known historical locations and landmarks, each carefully recreated to reflect their historical appearance and significance. These locations are not just backdrops but integral parts of the game's puzzles and scavenger hunts.

## IX. Game Mechanics for Portable Devices

### Touchscreen Gameplay Mechanics

"Heritage Quest" is designed to capitalize on the intuitive nature of touchscreen interfaces found in portable devices, offering a gameplay experience that is both engaging and accessible:

* **Gesture-Based Interactions**: Players interact with the game world through simple gestures like swiping, tapping, and dragging, making the gameplay intuitive for the younger audience.
* **Interactive Puzzles**: Puzzles in the game take advantage of the touchscreen, requiring players to interact directly with elements on the screen, such as rearranging puzzle pieces, drawing paths, or tapping in sequence.

### Accessibility and Ease of Use

Ensuring that the game is accessible and easy to use on portable devices is a key focus:

* **Adaptive Interface**: The game's interface adapts to different screen sizes and orientations, ensuring a consistent and optimal experience across various portable devices.
* **Simplified Menus and Controls**: Menus and controls are designed to be simple and easy to navigate, making the game accessible to players with varying levels of gaming experience.

### Educational Integration

The game mechanics also emphasize the educational aspect, making learning a natural part of the gameplay:

* **Educational Mini-Games**: Mini-games within the main game are designed to be educational, teaching players about Saudi culture and history in an interactive and fun way.
* **In-Game Quizzes and Trivia**: Players encounter quizzes and trivia questions as part of the gameplay, testing their knowledge and providing educational content in an engaging format.