**Game Design Document – Team Skyrim**

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Game Idea

Learning Quest is a 2D educational game fused with a fun platformer aimed at 6 to 12 year-olds covering English, Maths, and Science.

Gameplay

The game comprises of a platformer section where the player tries to collect as many collectables as possible to help with the educational section that follows. Examples of collectables are letters in English mode. Once the level is over, the player must make as many words as possible with these letters in a time limit. The player will not be able to collect every letter so it is up to them to be smart when choosing which letters to try and get so they can get as many points as possible in the words section. For Maths mode, numbers are used instead of letters, and in Science mode, elements are used. Bonus points are awarded for quick answers in the Maths learning section and the equations get progressively difficult, and in Science mode, each element will have its own bio which explains what the element is and some possible uses. The collectables will not be randomly generated, instead there will be algorithms for each wave of collectables based on the collectables the player already has, to make the game a balanced mix of fun and challenging.

In The Game

From the main menu, each subject can be chosen – no subjects have to be unlocked.

Artistic Style

Bright colours. No shapes too complex to distract from the game as this game is aimed at children, who typically don’t look at graphics and prefer attention-grabbing colours and objects.