**Team Skyrim – Script**

Hello Playground Games, we are Team Skyrim with a prototype of our game: Learning Quest. Learning Quest is a 2D platformer and educational game aimed at 5+ year olds. The main concept of the game is to collect letters around a map in an order such that a word is created using all of the letters. The letters are placed randomly and there is a hint of the word intended to be spelt on the screen. Players must first deduce the word, find the letters in the order they are to be collected in, and then collect the letters using platforming. Players can run, jump, and fall through platforms by touching the screen. The level ends when all letters have been collected in the correct order. When a letter has been collected, it will take up the first empty space in the area of the screen designated to house the letters. If a letter has been collected out of order, it will still be taken off the map to this area but it will be a different colour and must be tapped by the player before they can continue to collect other letters. The tapped letter will be placed back into the map for it to be collected later. The level ends when the word has been successfully spelled. Upon the level ending, the player loses control of the character and star points are awarded to the player. A maximum of three star points can be awarded for each level, and one star point is taken away for every letter that is collected out of order.

Still left for us to incorporate into the game is more levels and added difficulty to these levels. Our aim is for the game to be many levels long and for each stage to get harder. We have many avenues to make the game harder – larger maps, longer words, more obscure hints, more difficult letter locations for platforming, out of order letter locations, and a time limit. We shall be consulting a teaching resource concerning what words we shall use for the harder difficulties. Also, later levels will only be able to be unlocked with a certain number of star points, which is why they are important. Players will be able to replay levels as often as they want, but can still only collect a maximum of three star points from each level. We want to aim the game at not just young children as this game idea has potential to be quite difficult so we’re planning on making several entry points to the levels depending on the age of the user. This will affect the amount of star points needed to unlock the later levels, as it is counter-intuitive to, for example, force 10 year olds to take on levels aimed for 5-year-olds for them to progress in the game.

Platforming

As shown in the prototype, the controls are written across the screen. In the final game, there will be a small tutorial showing off these controls, possibly much like what the prototype is now, and these controls will not be there for any other levels. As the controls say, hold right to move right, hold left to move left, press up to jump and press down to fall through a platform.

Hints

The game will also incorporate hints of what the word is. A hint will be available on every level and can be revealed inside the level, but we aim to monetise the hints. To do this, players will only have a certain amount of hints and these will be given to the player when they start the game for the first time. Hints can also be awarded by collecting star points. Collect a lot and the player will be awarded with a bonus hint. There will be multiple bonus hints but only a small and finite amount of them. Other than this, to get hints players will have to buy them. The second way we plan to monetise the game is by selling star points. If a player buys star points, their total star point counter will go up, but the amount of star points they have in each level will remain as for players to feel accomplishment in collecting them all, but then when a player collects star points in a level, the total star points counter will not go up until the amount of star points a player has actually collected exceeds the total star point counter.