

Game Loop Document

EGD 220-05 Team 2 Sprint 2

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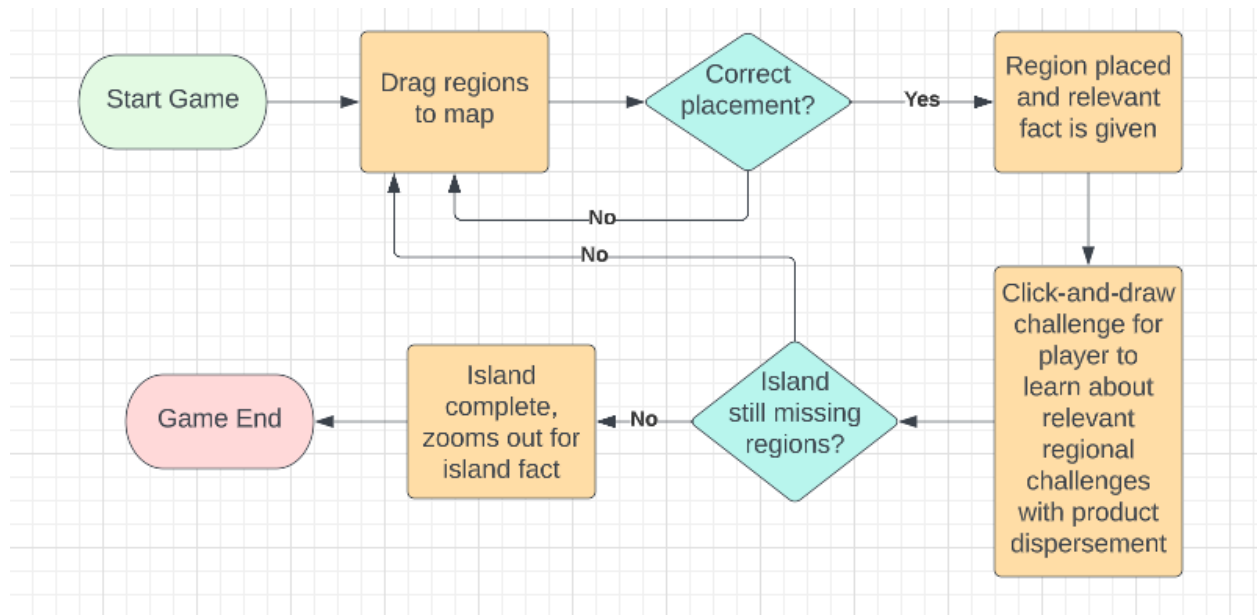
Overview

The objective of Mapmaker's Guide to Hawai'i is to correctly put together all of the regional puzzle pieces of Hawai'i's islands. This is done by dragging and dropping the pieces onto their obvious resting places. When a region is placed in its correct location, the player is given a short fact about the culture and/or tradition of that area or what it might be known for. The player is then presented with a short learning activity that presents them with a regional landmark that presents difficulties for the locals to disperse products around the island. They are asked to draw a line around the landmark or block showing the best possible route for the product to get to its destination. Once the entire island is completed, the player is congratulated and given a fact about the entire island, for example what it might be known for or how it differs from the other islands. At this stage, the player is also given the freedom to go back and look at all the regional and island-scale facts they learned throughout the gameplay.

A second, tougher gamemode was discussed of potentially making it into the game. In this gamemode, the player will have to match the facts they learned to each region, sort of like a quiz on how much they know. This gamemode is only playable after an island is fully completed. It follows the same general mechanics as the first gamemode, except there is no risk/reward. It is purely for testing one's knowledge.

Flowcharts on next page.

Main Gamemode



User Experience / Interaction

