

## **Features of the Proposed Solution**

**Playable character:** The main character should be science themed and child friendly. While navigating the game, the character should be animated and respond well to the users inputs.

**Objects:** Objects should be intractable with the character, some should block the character's ability to freely navigate the map until certain conditions are met, such as interacting with another object.

**Platforms:** Platforms should always interact with the character by being solid and preventing the character from passing through them at any time. This can be disadvantageous like a wall, or a key benefit like a floating platform to add jumping over a wall.

**Levels:** Each level should have objects creating puzzles to retard the progression of the player, followed by a smooth and clearly defined transition for progression to the next level.

**Themes:** Each level and puzzles in the game should have the theme of GCSE triple science. On the other hand, things like the character and any possible tutorial levels should be science themed, but should avoid directly symbolising one of the three core sciences.

**Game aesthetics:** The visual designs of the game should be consistent, giving the game a feeling of completion. While the art itself should be clear enough so that the user can determine what it is that they are looking at.