**Learning with Felix Cobbold: Christchurch Mansion - Design Document**

**Description:**

Learning with Felix Cobbold: Christchurch Mansion is a short educational game designed to be played while visiting the Christchurch Mansion or after a visit. The game will be a compilation of minigames designed to test the knowledge learning in the mansion, designed to be played quickly in order to not take away from the mansion itself. Each minigame will be based around a room of the mansion and will test knowledge that can be gained in that room.

**Gameplay:**

The game will feature 4 unique minigames based off rooms on the first floor of the Mansion, new minigames for the second floor and else ware in the mansion could be added post release. The goal of the game is to complete these minigames to advance to more minigames, we also intend to eventually add a badge room where players can keep track of their completed minigames in order to add a completion element. The skills this game will focus on is players memory and research skills as the focus of the game is testing the players knowledge. The gameplay will involve the player tapping buttons on a touch screen, what these buttons do will depend on the minigame. The buttons may be used to switch between different outfits in one minigame or to organize a timeline in another.

**Technical Details**

The game will be developed for Android but will be ported to iOS later if the game is successful

The game will be developed in Unreal Engine 4

Art will be created in Photoshop

**Development Challenges**

It may be challenging to initiate a proper emotional response while keeping game focused on education.

Neither group member has created a game designed for gameplay on a touchscreen before and thus it is an unknown challenge.

It may be difficult to get players to sufficiently interact with both the game and the mansion without one overshadowing the other in terms of enjoyment.

Neither group member has published a game on a mobile storefront before and we may find it challenging to do so.

Due to the circumstances regarding the playtesting of this game, (young target audience, play testers need to have visited the museum). It may become difficult to find valid playtests and in turn playtesting data.