# Game title: Shut It Down NAO

Genre: Shooter RPG

Storyline:

It was an open day in Durham University, where students and researchers proudly demonstrated their projects to show off their computational knowledge and skills at the Computer Science fair held in the Maths and Computer Science Building.

Bill, a 3rd year computer science student, specialised in robotics. On the open day, he showcased his proudest project: the intelligent and quirky NAO robots.

Unfortunately, due to a series of unknown causes, the NAO robots went rogue and started spreading out and violently attacking everyone in the venue! After everyone else evacuated the venue, Bill knew he had only one thing to do: to shut down his beloved robots one by one with his all-powerful circuit-jamming STAPLE GUN!!

# Machinations diagrams

Core game rules and logic                    Object interactions

# Implementation of Inclusive and Engaging Experience

**Inclusiveness**

This game idea is believed to satisfy students who have studied or are currently studying in Durham University, particularly those from Computer Science, who have at least occasionally visited the Maths and Computer Science Building. The abstract, pixelated artstyle of the game is believed to make any fellow classmate of mine feel a sense of belonging in the game, but not overwhelmed by its contents.

By providing an imaginative take on the function of a stapler, this game is believed to appeal to the great sense of creativity and imagination of young children. Additionally, the simplistic playstyle of the game makes it easy for anyone to quickly adapt to, not to mention young children who are fast and capable learners. It is hoped that all the above may present to children a fun introduction to the MCS Building that, perhaps some of them may even come to know about Durham University through this game.

**Engaging Experience**

The title screen, as shown when running main.py, is dark and menacing. This should give the player an impression of a game with an eery horror setting, befitting of a game with a story revolving around machines revolting against mankind. The level backgrounds are predominantly grey and white coloured, just like the MCS Building itself, and the levels are devoid of any people. While the former may simply be an element of realism, combining the latter serves well to convey a feeling of desolation and helplessness of the main character, trying desperately to correct his own mistakes with nothing but a stapler. I personally believe it serves well contrasting the humourous and cartoonish presentation of the gameplay itself.