Game Documentation:

Game Overview:

* Name: English-Alphabet\_Catch\_Education\_Game

Purpose:

* The purpose of the game is to provide an engaging and educational experience for players to learn and reinforce their knowledge of the English alphabet. Players will navigate a rocket through various levels, catching the correct letters while avoiding incorrect ones. The game aims to make learning the alphabet enjoyable through interactive gameplay.

Learning Objectives:

- Learning the English alphabet in order.

- Associating letters with their correct pronunciation.

- Developing hand-eye coordination and reflexes.

Technology Used:

- Development Platform: Unity

- Programming Language: C#

- 2D graphics software for creating game assets.

Assets Used:

Audio:

- Background sound

- Letters pronunciation

- Game over sound

- Game win sound

- Rocket movement sound

- Wrong choice sound

Images:

- Letters images for all game levels

- Background images for different game scenes

- Rocket images

- UI images

- Win banner image

Folder Structure:

Audio:

* Contains background, letters, game over, game win, rocket, and wrong choice sounds.

Letters:

* Holds letter images used in all game levels.

Scenes:

* Includes different scenes:
* Levels
* Transitions
* Main menu
* Win banner

Prefabs:

* Consists of prefabs for letter and rocket images.

UI:

* Contains UI images utilized in the game.

Scripts:

Trans Script:

* Manages scene transitions.

Boundary Script:

* Controls boundaries to restrict player movement.

CorrectLetter Script:

* Handles the logic for correct letter collection.

GameManager Script:

* Manages the overall game state, including level progression and game over/win conditions.

LetterCollide Script:

* Deals with collisions involving letters.

LetterSpawn Script:

* Handles the spawning of letters.

LevelPortal Script:

* Manages the portal or gateway to transition between levels.

MenuButton Script:

* Handles button functionalities in the main menu.

PlayerMove Script:

* Controls player (rocket) movement.

PowerUpCollide Script:

* Manages power-up collisions.

PowerUpSpawn Script:

* Handles the spawning of power-ups.

RocketCollide Script:

* Deals with collisions involving the rocket.

WrongLetter Script:

* Manages logic for incorrect letter collection.

Development Time:

* The development time for the English-Alphabet\_Catch\_Education\_Game is approximately [2 Weeks].

The Project Folder Content:

* The asset folder.
* The game run build folder.
* The installer wizard folder.
* The documentation folder.
* The team members folder.
* Video demo folder.