Concept:

In Strato-Sphere, you play as an agent from RavenFlock who was captured by the Green Berets and with the help of your fellow agent Chloe, you must solve simple to complex problems in order to escape the Green Beret's stronghold.

Medium/Platform:

Pc, Nintendo Switch, Phone

Genre:

Puzzle solver, Narrative Driven

Target Audience:

Kids around 5-7 who want a more mature styled but educational game.

Competing Products:

PBS Kids Games, Poptropica, Sheppard Software, Funbrain, Arcademic Skill Builders

Bible:

Character:

Chloe

Traits:

Nice - compliments the player depending on how many hints they were given

Confident - Confident in what she says even if she's wrong. Will be a specific set of statements she will say when she is 100% sure of something

Forgetful - Constantly forgets things and over time remembers things (hints given over time)

Honest - Admits to her mistakes and will own up to them

Summary:

RavenFlock is a top-secret agency that maintains peace throughout the world discreetly. You were assigned to infiltrate the headquarters of the militant criminal organization Green Berets and find out their objective. However, you are captured and imprisoned by the Green

Berets. RavenFlock gets word of this and sends in Chloe to infiltrate the stronghold and get you out. She disguises herself as a Green Berets officer and successfully infiltrates the stronghold. She makes her way to the prison and manages to release you.

Upon release, Chloe theorizes that the surveillance room would be the natural next goal in order to escape safely. While she makes her way to the surveillance room, you will secure a safe route out of the stronghold. She hands you a device to keep in contact with her and the two of you split up.

As you two continue your escape, you discover that the Green Berets are working on a plan called Project Strato-Sphere. According to the data Chloe acquired, it involves taking the UV light absorbed in the stratosphere and storing it. By taking the UV light, the Earth will begin to get colder and eventually will plunge back into the ice age. You then both set aside escaping for the time being in order to stop the Green Berets from causing another ice age.

Throughout the game, Chloe will start becoming friendlier with you. She starts talking about her past and how she managed to join RavenFlock. There will also be cutscenes that flesh out her character more and show off her personality.

Gameplay:
Solving complex puzzles to get outside. Chloe helps the player solve these problems, but not all of her advice is correct and might even cause the player to lose or make the level harder(75% right, 25% wrong).

Example:
The player is prompted a sentence that needs a word filled in. Chloe will say the word is "their". However, the word that needed to be filled in was "there". Because the player put in "there" instead of "their", the player must solve two additional puzzles to beat the level.

Goals:
Puzzle-Solving by solving math problems, filling in sentences, solving riddles, etc.
Learning reading, writing and math skills

Will teach the player not to always blindly follow someone and think for themselves about the situation with that person's advice in mind.

Nobody will be right all the time

Build a trusting partnership with Chole to escape (will need to trust Chole from time to time)

Dialogue:

Note: The player never speaks.

There are voice lines along with text.

Example Scene:

The player is currently trying to unlock a secure door. Upon approaching the door, the player notices a panel on the left-hand side and approaches it. Upon touching the pad, it turns on and prompts the following:

Question 1

Computer: Solve the problem below. $(4 + 7)7 = ?$

Chloe(Excited): Oh I know this! It's 53.

- *(If the player answers incorrectly)*
    - (alarm goes off)
    - Computer: Answer incorrect. Solve the problem in the next minute or system enters lockdown mode. (Timer appears on panel, panel begins flashing red)
    - Chloe(Nervous): Oh no! That wasn't it. Hold on, lemme see if I can override it.
- *(If the player cannot solve the problem within the next minute)*
    - Computer(Locks the player out): Intruder detected! Entering lockdown mode.
    - (All doors lock and alarm gets louder)
    - Chloe(Nervous): Oh no! What are we going to do!?
    - *(Game over screen appears and prompts you to exit or continue. Continue takes you to start the level. Exit takes you back to the title screen)*

- *(If player puts in 77) (if the alarm was on, it shuts off)*
  - Computer: Correct! Moving to next question.
  - Chloe: Nice!
    - *(if alarm was on)*
      - Whew! that was a close one.

Question 2

Computer: Question two. (panel prompts) Solve this: $3x + 5 = -1$

Chloe(Explaining): Ooh that's a tricky one! You have to get x by itself. To do so, you gotta get rid of the five and three. Hmmm, it seems like this one has no fail-safe, so feel free to try as much as you like!

- *(If player goes one minute without getting the right answer)*
  - Chloe(Thinking): Whatever you do to one side of the = sign, you gotta do the same thing to the other side as well!
- *(If player goes another minute without getting the right answer)*
  - Chloe(Thinking): You have to subtract five from both sides first.
- *(If the player answers incorrectly)*
  - Computer: Answer incorrect.
  - *(after the fifth attempt)*
    - Chloe(Thinking): Hmmm. That doesn't seem to be right. Did you make sure to check it? (Explaining) All you have to do is substitute x for the answer you got and make sure it equals -1.
- *(If player puts in -2)*
  - Computer: Correct! Moving to the final question.
  - Chloe (Happy): Way to go! Only one more question, we got this!

Question 3

Computer: Final question. (panel prompts) Solve this : $20 - 7x = 6x - 6$

Chloe(Thinking): Hmmm.

- *(If the player answers incorrectly)*
    - Computer: Answer incorrect.
    - Chloe(Thinking): …
- *(If the player answers incorrectly 5 times)*
    - Computer: Answer incorrect. Five attempts remaining.
- *(If the player answers incorrectly 10 times)*
    - *(Alarm goes off)*
    - Computer(Locks the player out): Intruder detected! Entering lockdown mode.
    - *(All doors lock and alarm gets louder)*
    - Chloe(Nervous): Oh no! What are we going to do!?
    - (Game over screen appears and prompts you to exit or continue. Continue takes you to start the level. Exit takes you back to the title screen)
- *(When 30 seconds go by)*
    - Chloe(excited): Oh I got it! X is 2!
- *(If the player puts in anything but 2 after Chloe says the answer)*
    - Computer: Answer incorrect.
    - Chloe(Sad): Listen, I know I messed up on the first question. But trust me, the answer is 2.
- *(If player puts in 2)*
    - Computer: Correct! Proceeding to unlock door.
    - Chloe(excited): We did it! We're one step closer to getting out of here!

The door unlocks and the player goes through the door to the next room.

Flowchart: Link

Player answers incorrectly

Computer: Solve the problem below:
$(4+7)7=?$
Chloe(Excited): Oh I know this! It's 53.

(alarm goes off)
Computer: Answer incorrect. Solve the problem in the next minute or system enters lockdown mode. (Timer appears on panel, panel begins flashing red)
Chloe(Nervous): Oh no! That wasn't it. Hold on, lemme see if I can override it.

Player puts in 77

Computer: Correct! Moving to next question.
Chloe: Nice!

Computer(Locks the player out): Intruder detected! Entering lockdown mode.
(All doors lock and alarm gets louder)
Chloe(Nervous): Oh no! What are we going to do!?

Player doesn't solve problem in time

Player puts in 77

(alarm turns off)
Computer: Correct! Moving to next question.
Chloe(Sign of relief): Whew, that was a close one

Computer: Question two. (panel prompts)
Solve this: $3x + 5 = -1$

Chloe(Explaining): Ooh that's a tricky one! You have to get x by itself. To do so, you gotta get rid of the five and three. Hmmm, it seems like this one has no fail-safe, so feel free to try as much as you like!

Player answers incorrectly

Computer: Answer incorrect.

Chloe(Explaining): Whatever you do to one side of the = sign, you gotta do the same thing to the other side as well!

One minute passes

After the fifth attempt

Chloe(Thinking): Hmmm. That doesn't seem to be right. Did you make sure to check it? (Explaining) All you have to do is substitute x for the answer you got and make sure it equals -1.

Two minutes pass

Chloe(Thinking): You have to subtract five from both sides first.

Answers incorrectly 10 times

Player puts in -2

Computer: Correct! Moving to the final question.
Chloe (Happy): Way to go! Only one more question, we got this!

Computer: Answer incorrect.
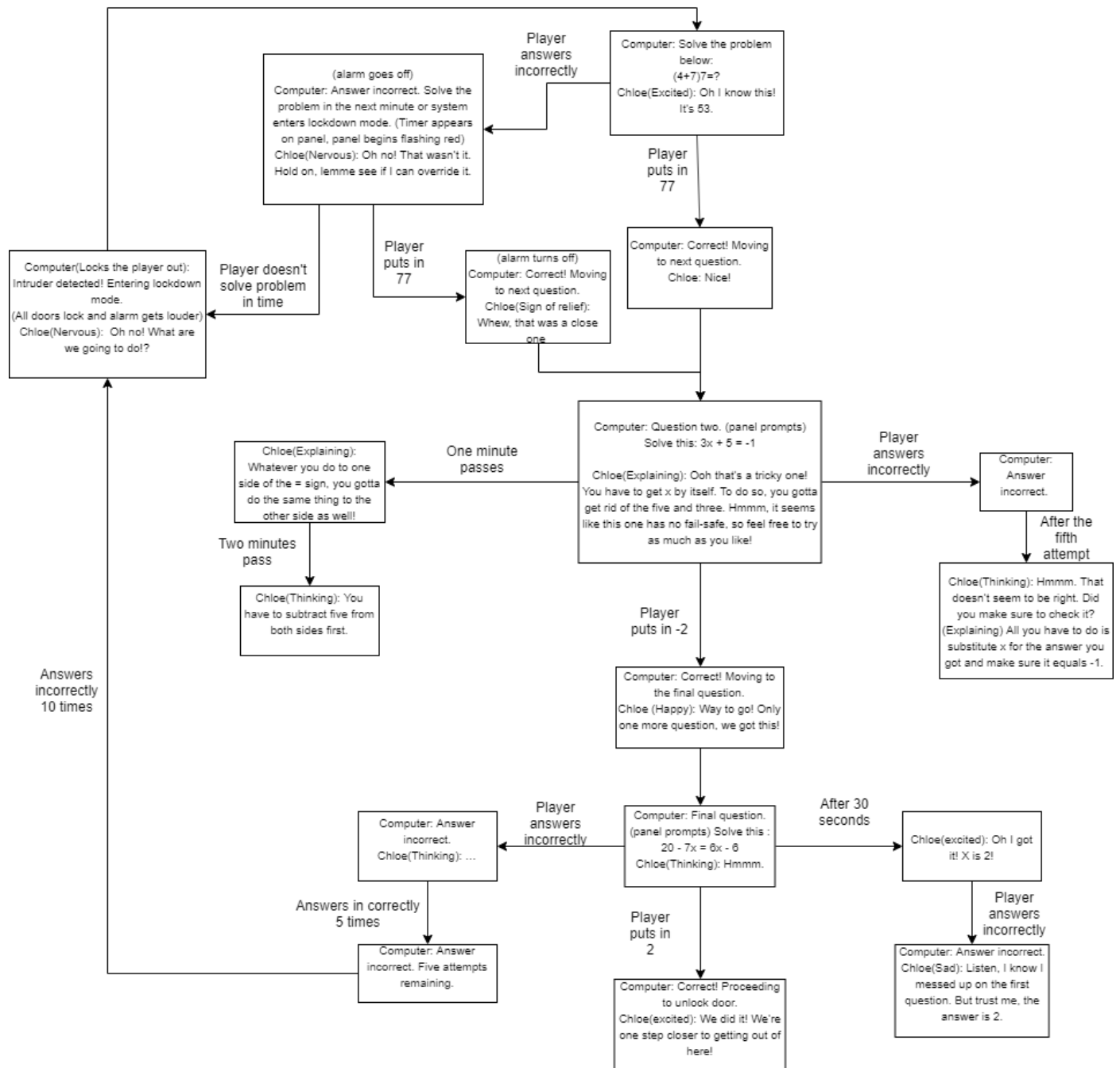Chloe(Thinking): …

Player answers incorrectly

Computer: Final question. (panel prompts) Solve this :
$20 - 7x = 6x - 6$
Chloe(Thinking): Hmmm.

After 30 seconds

Chloe(excited): Oh I got it! X is 2!

Answers in correctly 5 times

Computer: Answer incorrect. Five attempts remaining.

Player puts in 2

Computer: Correct! Proceeding to unlock door.
Chloe(excited): We did it! We're one step closer to getting out of here!

Player answers incorrectly

Computer: Answer incorrect.
Chloe(Sad): Listen, I know I messed up on the first question. But trust me, the answer is 2.

Concept Art:

Storyboard:

Fill in the Blanks Below:

_____ once was a man named Phil. He and his wife Mary lived in a house upon a hill. _____ house on the hill was close to a mill. _____ both close with _____ neighbor Sam who owned the mill.

Fill in the Blanks Below:

Incorrect Response

There once was a man named Phil. He and his wife Mary lived in a house upon a hill. Their house on the hill was close to a mill. _____ both close with _____ neighbor Sam who owned the mill.

Their

Their is possessive, there means in or at a place and they're is a contration of both they and are.

Prototype: