# Josh the detective-For more and fewer

# Story

Josh is a very smart kid who wants to be a detective in the future. Josh loves to explore and he also loves to help his dad to find things. Josh takes him on every task as a detective. Josh is going to help his dad find apples.

Game Loop:

Diagram

Description automatically generated

Initial and final Loop

Diagram

Description automatically generated

# Game world

Concept 1

Diagram

Description automatically generated

Concept 2

Diagram

Description automatically generated

# Game object

Josh: He is a very smart kid who wants to become a detective. He loves adventure and helping people find different things. He is very scared of bulldogs.

A picture containing text

Description automatically generated

Dad: Dad is the dad of Josh loves Josh very much and he is training Josh to become a good detective by asking him to find things for him. He gives Josh a medal according to his effort.

A cartoon of a person wearing glasses

Description automatically generated with low confidence

Bulldog: It is the obstacle of the game.

A picture containing clipart

Description automatically generated

# Interaction

Players can move the “Josh” by dragging him to the path where they want the character to move.

# Game description

At first, the game will show the conversation between Josh and Dad where Dad will ask Josh to bring the basket. In the game, the players have to reach the goal and after reach to the goal, the player will be told why he choose that basket over other baskets (concept about more and few). Players have to avoid the bulldog path and have to follow the glowing path to reach the goal. If the player completes the game on 1st try, he/she will get a gold medal, on 2nd try he/she will get a silver medal and on 3rd try he/she will get a bronze medal. The Player will have 3 try options.