

# Game Idea 1:

As the main CS Unplugged Topic that we have picked is Binary Numbers. I have thought of a game that is really competitive and is great fun in playing multiplayer. The game consists of a player, enemies that follow the player, obstacles and the binary equations as well as the probable answers.

1) Binary number would be displayed and there would be 4 options for the equivalent decimal number. The options would be present as doors and the player needs to get to the doors while tackling the enemies. If you land up in the wrong door then you are out. If you are caught by the enemy then also you are out.

2) There is another version to this as well, where addition, subtraction, multiplication, division of binary numbers is asked and the player needs to calculate and reach the correct door.

3) The enemies will be programmed based on artificial intelligence.

4) The obstacles will consist of pits and fire, so making the game competent.

5) I have done a bit of research into this game and I put forward my suggestion to the team.

Now it is up to the team to decide the finalized game.

6) The game takes inspiration from some old video games that I used to play in my childhood.

The below picture is of a map which runs some of the features of our game. Watching a video of this game would help the team to visualize my game concept.

The link to the demo game is: [https://youtu.be/z\\_s\\_wE9dleQ](https://youtu.be/z_s_wE9dleQ)



7) The blue character here is the player and the rest are enemies. the doors are the correct answers and the question will be displayed on the top. We need to add obstacles like fire and pits to make the game competitive.

8) There would be a tutorial separately to teach the concepts of binary numbers and then it will be tested by playing the game.