**Sets**

**Game Design Document**

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# Game Overview

## 1.1. Game Concept

Sets is a game that is designed for learners with a physical disability, sensory impairment or learning difficulty. Specially recommended for language enrichment within picture naming. Also has very simple sentence creation: when we use an object and what for in ordinary life. This game helps in self-improvement of each learner, his basic skills and logic thinking. The game will give an opportunity to follow the improving of the skills of every learner within playing the game.

## 1.2. Feature set

The game is content by sets of picture and option to choose the right one. Choosing the game is within mouse moving and selecting the right picture. Also this game can be played on touch screen with simple tapping on the pictures.

## 1.3. Target audience

Sets is a game that is designed for learners with a physical disability, sensory impairment or learning difficulty. The age of the learners is not important. It can be played by any age, who it might concern.

## 1.4. Game Flow



## 1.5. Look and feel

The game is colorful and cheerful, with a lot of pictures and it is very easy to move from one set to another. The game makes the learner feel accomplished when they connect the set of pictures. As an award for the learners, when they choose the right option a happy animation is shown on the screen.

## 1.6. Project Scope

The game will be working like standing alone application and also it will be used like a part of pre-existing launcher for choosing game.

## 1.7. Number of levels

The game will be having two levels where the difficulty of the game will be increasing by improving the skills of the user.

# Gameplay and Mechanics

## 2.1. Gameplay

The player will have to choose an object that belongs to a same set as the one displayed in a larger scale above the given options. Only one of the given options is correct, and in order to be chosen it will have to be clicked/tapped on.

## 2.2. Game Progression

There are going to be two levels. The first one will be with four given objects as options and the second with six, from which the player should choose the matching one with the given object.

## 2.3. Mission/challenge Structure

The mission of the player is to successfully finish first and second level of the game. This goal is achieved only after the right set of pictures is selected. For instance if the main picture is a shirt, the correct set would be the hanger while other three alternatives would be a duck, an airplane and a TV. The second level is going to have six alternative pictures, presumably the user will have to face a bigger challenge while picking among more images, and e.g. the player will have to learn how to behave when more alternatives are to be shown.

## 2.4. Objectives – What are the objectives of the game?

Specially recommended for language enrichment within picture naming. Also has very simple sentence creation: when we use an object and what for in ordinary life. This game helps in self-improvement of each learner, his basic skills and logic thinking. Also the game will have an opportunity to follow the success of every learner, and to see the progress he has made.

## 2.5. Mechanics

The interface is supposed to be clean without distractions, the player whether being literate or illiterate will know what he/she needs to do. All the player has to do is click with the mouse or tap on the touch screen over the correct pair. Elements of the screen are static, options are clickable.

## 2.6. Screen Flow

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# Story and Settings

## 3.1. Plot Elements

The whole game flow is organized by pictures. By selecting one picture with mouse click or working on touch screens with tapping on the correct picture.

There are the initial set combinations below. (The right choice is marked with bold)

First level:

First set:

Given: Table

Choices: Chicken, Shoes, **Chair**, Fawn

Second set:

Given: Cooking dish

Choices: Books, **Egg**, Chair, Shoes

Third set:

Given: Paint brush

Choices: Pencil sharpener, Washing Machine, **Paint pallet**, Chair

Forth set:

Given: Tooth brush

Choices: **Teethes**, Iron, Paint Pallet, Chair

Fifth set:

Given: Soup bubble

Choices: Shoes, Pencil, **Water Fountain**, Chair

Sixth set:

Given: Key

Choices: **Door**, Pencil, Egg, Iron

Seventh set:

Given: Cloud

Choices: Egg, Paint Pallet, Fawn, **Umbrella**

Second Level:

First set:

Given: Fork

Choices: **Knife**, Chair, Table, Fawn, Books, Umbrella

Second set:

Given: Water bucket

Choices: Cloud, Table, **Mop**, Shoes, Chicken, Pencil Sharpener

Third set:

Given: Books

Choices: Table, **Backpack**, Chair, Cooking Dish, Pencil Sharpener, Mop

Forth set:

Given: T-shirt

Choices: Chair, Egg, Table, **Washing machine**, Water Bucket, Umbrella

Fifth set:

Given: Fish

Choices: Soup Bubble, Toothbrush, Mop, Pencil, Books, **Fishbowl**

Sixth set:

Given: Baby

Choices: Egg, **Baby Bottle**, Chair, Table, Knife, Water Bucket

Seventh set:

Given: Coffee Mug

Choices: **Spoon**, Egg, Table, Table, Chair, Water bucket, Iron, Books

## 3.2. License Considerations

The game will be created like a donation from Endava to the international organization for people with disabilities. Here is their official web site: <http://www.openthewindows.org/> . It is meant to be open source and under the MIT license.

## 3.3. Cut scenes

Cut scenes 1:

Description: The first scene there are two buttons for choosing the game level. Also there are the x-button in the right up corner for closing the game and the question mark – button for instructions for playing the game.

Story: The user needs to choose one of the two levels by selecting just one of them. He can get information for playing the game by clicking on the question mark button. Or he can close the game by clicking on the x-button.



Cut scenes 2:

Description: On the upper half of the scene is shown one picture. And under her there are four smaller pictures in the role of possible choices.

Story: The user needs to choose one of the four pictures so it can make the right set with the picture above.



Cut scenes 3:

Description: After selecting the right picture, the picture is moving up next to the upper picture.

Story: The user will see the correct set.



Cut scenes 4:

Description: On the screen is shown happy animation.

Story: After completing the right set, on the screen is shown happy animation. So the user gets positive feedback for making the right choice.



Cut scenes 5:

Description: On the upper half of the scene is shown one picture. And under her there are six smaller pictures in the role of possible choices.

Story: The user needs to choose one of the six pictures so it can make the right set with the picture above.



Cut scenes 6:

Description: After selecting the right picture, the picture is moving up next to the upper picture.

Story: The user will see the correct set.



Cut scenes 5:

Description: On the screen is shown instruction in text format for playing the game.

Story: The user can read detailed instructions for playing the game, step by step.



X

# Levels

## 4.1. Synopsis

In the first level there is only four choices of pictures to be matched for the correct set. Which makes it easier for the learner to choose only one by selecting with mouse click/tap.

## 4.2. Objectives

This level has the objective to introduce the learner with logic of connecting sets. By given only four/six choices it helps to work on the ability of logic thinking and learning of basic sets that he is meeting in regular normal life. After completing the right set, on the screen is shown a happy animation like a positive feedback for the good work that the user done.

## 4.3. Physical Description

There are four/six pictures and one picture above. The learner should choose one of the four/six pictures that together with the picture above makes the right set in normal life.

## 4.5. Map

By clicking with mouse/tapping on touch screen on the right picture, the picture moves up, then a happy animation is shown on the screen and the game continues on the next scene where the logic repeats itself.

## 4.6. Critical path

When the user is not making the right choice, there is no movement at all and there is also a special sound that produces feedback. The scene remains the same.

## 4.7. Level Work through

After various different scenes where all correct sets are connected the level ends. Then t returns on the start screen, where the user can choose again which level to play or close the game.