UNIVERSITY OF CALOOCAN CITY

CASE STUDY PROJECT PROPOSAL

Title: Type Me!

Description:

    Type Me is an educational 2D typing shooter game designed to improve players' typing speed and accuracy in an engaging environment. Players control a vehicle or character and must type words correctly to eliminate enemies and obstacles. The game blends action and education, challenging players to enhance their typing skills while progressing through different difficulty levels.

Objectives:

    - To develop an interactive typing game that helps players enhance their typing speed and accuracy.

    - To implement an engaging scoring and leader-board system to motivate players.

    - To design difficulty levels suitable for both beginners and advanced typists.

- **Specific**

    - A single-player experience where players must type words to destroy enemies and obstacles.

    - Compete with other players through a leader-board based on typing accuracy and speed.

- **Measurable**

    - Progress is tracked based on words typed correctly and time played.

- **Attainable**

    - The game accommodates all skill levels with customization difficult through the themes of the words.

- **Relevant**

  - Supports learning and improving typing skills in a fun and interactive way.

- **Time-bound objectives**

  - 2 months to complete the development process.

Difficulty Levels and Perspectives:

Player

 - Player Has a default hp of 25.

Game Levels

- **Beginner (Space - Side View)**

- Players control a spaceship, typing to shoot down asteroids, enemy spacecraft, and alien invaders.

- **Intermediate (Science - Top Down)**

- Players control a scientist navigating through a lab, typing to neutralize viruses, rogue experiments, and scientific anomalies.

- **Advanced (Technology - Side View or Top Down)**

- Players enter a digital world fighting viruses, glitches, and rogue AI by typing correctly.

Scopes: List all functions of what your game CAN do. (this section must answer your objectives)

- **Typing-Based Combat**: Players must type words quickly and accurately to destroy enemies and obstacles.

- **Dynamic Difficulty Adjustment**: The game increases in difficulty as the player progresses, introducing more challenging words and faster-moving enemies.

- **Multiple Thematic Levels**: Players navigate through space, science labs, and digital environments.

- **Leader-board and Scoring System**: Tracks player performance based on enemies killed/ worded words.

Enemy Types

1. **Normal Enemies**

- Enemies with normal speed and contain 6-10 Letters, deal -1 hp once collided.

2. **Fast Enemies**

- enemies with faster speed and contain 3-5 Letters, deal -2 hp once collided.

3. **Elite Enemies**

- Enemies with slow speed and contain two words, deal -3 hp once collided.

4. **Boss Enemies**

- Enemies with very low speed and contain a sentence, can kill player once collided.

User-Friendly Interface: Intuitive UI for starting the game, adjusting settings, and viewing scores.

Limitation: List what your game CAN'T do.

- **No Real-Time Multiplayer Mode:** The game focuses on a single-player experience with a leader-board for competitive play.

- **Limited to Typing Mechanics:** No additional combat mechanics beyond typing to attack.

- **Restricted to Educational Word Categories:** The game focuses on improving typing skills and does not include unrelated gameplay mechanics.

- **PC Only:** No console and mobile support planned for the initial release.

- **No Extensive Customization:** Players cannot change ship models, lab equipment, or fully modify the game environment.

Mock-up Screens: 5-10 UI designs to visualize your game (use shapes only).

1. **Splash Screen**

   - Splashscreen of our Game Logo

2. **Loading Screen**

   - Game logo with loading bar

3. **Start Game**

   - Game Logo with Start Button

4. **Main Menu:**

   - Play Game

   - Settings

   - Quit

5. **Gameplay Screen:**

   - Themed level depending on difficulty (space, science, tech)

   - High Score and timed played for every Level

6. **Settings Screen:**

   - Sound and music controls

7. **Pause Menu Screen:**

- Resume Game

- Restart Level

- sound and music settings

- Quit to Main Menu

8. Game Over Screen:

- Score summary

- timed played and score based on words typed

- Replay or Home

Proponents: (Sort by Surname)

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