

The logo for Kea, featuring the word "Kea" in a bold, black, sans-serif font. The letters are stylized, with the 'K' having a thick vertical stroke and the 'e' and 'a' having rounded, modern shapes.

KØBENHAVNS ERHVERVSAKADEMI

Basic Animation: Activity Diagram

Student: **Ali Merkouk**

Game's name: **Fewer Brick in the Wall**

The Plot:

The game as its name might indicate, is about destroying fascist doctrine, symbolically pictured as Walls “Since they describe division between humans based on racist ideologies like religion. So we have four major walls that the game is based on, and the player needs to destroy all of them in order to win the game. In order to destroy a wall, the player must answer correctly three answers. The questions will be related to knowledge about the history of fascism, capitalism, totalitarianism or any other ideology that enslaved, killed or hungered humanity in the course of history.

The player proceeds by choosing one of four cities, either Berlin in Germany, Ramallah in Palestine, Tijuana in Mexico or Cape Town in south Africa. After that a new page will be displayed with a background collage of the chosen city.

The first question will be shown on the middle of the screen for 8 seconds and then will disappear, then the player will have 20 seconds to click on the right answer from the 6 possible options that will fall from the top of the screen to the bottom. The player must answer 3 correct answers to proceed with the other sections “Walls”, otherwise it is an automatic Game Over.

When the player destroys one wall, he is sent automatically to the landing page that displays the four cities, except the one that he just finished, it will be unclickable, and will be blurred or colored in white and black.

When the player loses, a new page will be displayed showing how big of a loser he is, with a short recommendation to start reading some books. If the player manages to win, of course there will be a big congratulations message. That’s it.

The activity diagram:

