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Final Project

GAME DESIGN OF HANGMAN

AGENDA

1. Introduction to Hangman game and its popularity.

2. Discussion on the existing problems with traditional Hangman gameplay.

3. Exploration of potential enhancements through game design principles.

PROBLEM STATEMENT

1. Lack of engagement due to the simplistic nature of traditional Hangman.

2. Limited replay value and excitement for players.

3. Inadequate incentive for players to continue playing beyond a few rounds.

PROJECT OVERVIEW

1. Develop an enhanced version of Hangman that addresses the identified issues.

2. Utilize game design principles to increase engagement and replay value.

3. Implement features to encourage prolonged gameplay sessions and social interaction.

WHO ARE THE END USERS?

1. Students looking to improve their vocabulary and spelling skills.

2. Teachers seeking an interactive educational tool.

3. Game enthusiasts looking for a casual and entertaining experience.
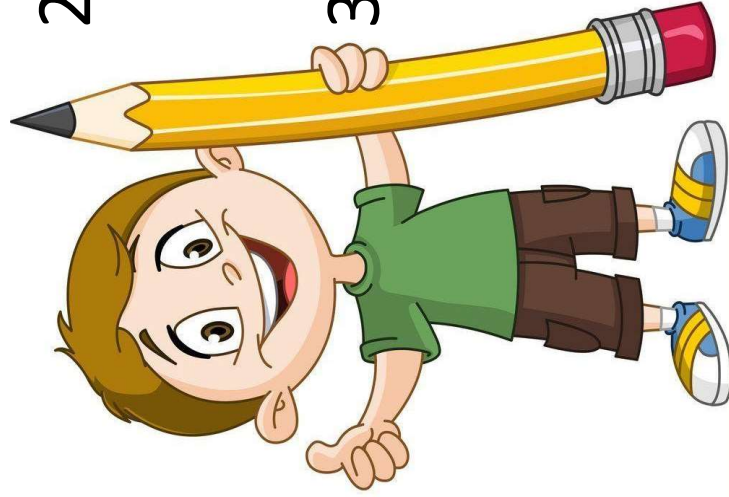
YOUR SOLUTION AND ITS VALUE PROPOSITION

1. Introduction of themed word packs and customizable avatars to personalize the game experience.

2. Integration of multiplayer functionality, allowing players to challenge friends or compete in global leaderboards.

3. Incorporation of power-ups and rewards system to incentivize continuous play and skill improvement.

THE WOW IN YOUR SOLUTION

1. Dynamic difficulty adjustment based on player performance to ensure an enjoyable experience for users of all skill levels.

2. Immersive audio-visual effects and animations to enhance the atmosphere and excitement of gameplay.

3. Seamless integration with social media platforms for sharing achievements and inviting friends to join the fun.

MODELLING

1. Wireframe 1: Main menu screen showcasing themed word packs and avatar customization options.

2. Wireframe 2: Multiplayer lobby interface with chat functionality and leaderboard display.

3. Wireframe 3: In-game HUD featuring power-up selection and progress tracking elements.

RESULTS

1. Increased player engagement and retention rates compared to traditional Hangman gameplay.

2. Positive feedback from users regarding the enhanced features and social interaction opportunities.

3. Higher download and active user counts, leading to improved monetization potential through in-app purchases and advertisements.