**Game project Plan**

**Title: Trivia**

# Goal/Aspiration

* From the variety of ICT related fields, I would like to consider *software design and engineering, AI and data analytics*. I chose to pursue software engineering, because I like the process of designing systems and building and testing a software that could contribute to society. Moreover, I am interested in the fields of AI and data analytics, which have to offer automation, training models and processing big data, etc. As job opportunities in these fields there are *back-end developer*, *AI engineer*, *data analyst* and more.
* Other possible considerations:

# Steps

Analysing, Researching, Design, Realisation, Testing

1. Analysing
2. Game concept

* **Genre:** The game falls under the category of puzzle games, targeting skills as logic and general awareness.
* **Description:** The game tries to impose a challenge on the users, testing their knowledge on different topics. It has difficulty levels as well as a category which a user could choose from. The game keeps track of the players’ progress by displaying its score (how many questions were answered correctly).

1. Requirements

* User requirements,Functional requirements, Technical requirements.

1. Target audience
2. A structured approach

* (e.g. agile, design thinking, PDCA) See also LO3 Professional standard.

1. Designing

* **Gameplay:** There is a dedicated section for explaining the game’s rules and system scoring.
* **Game features:** It supports features like multiple-choice questions (MCQs), difficulty levels, instant feedback, progress tracking and educational tips.

# Techstack

* **Game engine:** Unity
* **Programming language:** C#

# Sources