# DIGITAL UNION



## Vision Of the Game

* The targets are both parents and children to help both of them understand how many video games can be.
* This game can be used to showcase and teach the different ideas of video games and other interpretations leading to their judgements.

## Intended Learning Objectives

* The game will try to teach others on the different stereotypes people have said about video games and the positive impact that they can have as well.
* There will also be techniques taught that can help with the gameplay experience.

## Methods of Measurement

* Through the game, there will be different scenarios which talk about the negative stereotypes and concerned parents who don’t know about the positive impacts.
* A minigame will be showcased to them to give them an idea of the positive impacts that video games can have.

## Gameplay Loop

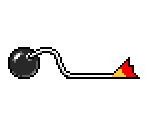
Diagram

Description automatically generated

## How the Gameplay connects to the Learning Objective

* The gameplay can be timed to test the response of the player and check to see if they are correct.
* The game also showcases the negative effects in action and draws on how they can be countered through the minigames.
* The positive effect can be shown afterwards when successfully completing the minigame mission.
* Some learning skills can be used in the game and the difficulty of the learning can increase due to how good the player solves the problem.

## Concept Art



This bomb will be represented as a timer which tells the player the amount of time that they have to compete their goal. Once it blows up, the game is over. This is similar to how it is done in WarioWare.

A white rectangle with a black border

Description automatically generated with low confidence

This is the dialogue box. This will be used to help show the player what is communicated between NPCs. This will also be used to help the player make choices on what to do regarding the situation at hand.