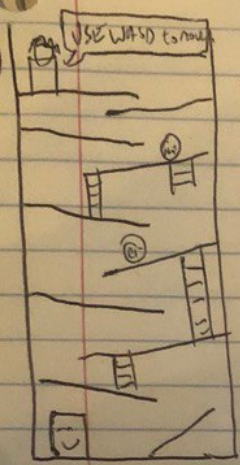
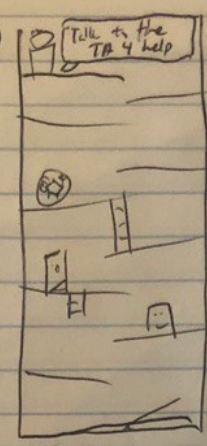
1



Alegria (Gen Chem prot.) introduces the controls and mechanics via dialogue. The player is told to jump to the top to pass the class, and to avoid barrels + attacks.

2



The second level (Michael Stone, Biochem) introduces special attacks and TA-themed powerups

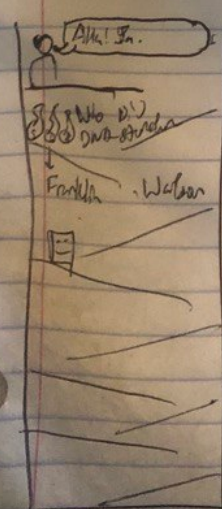
3

Cell Biology
Lindsay Hinck
Attacks: Barrel = proteins
AAA looks like flower
"AV guy"

4

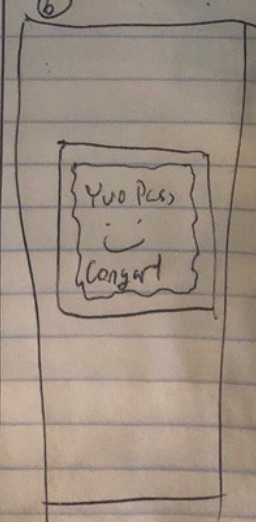
Quantum Mechanics:
William Scott
Attacks: barrel = state kets
x-ray beam
DNA structure quiz
Annihilation operator quiz

5



Eukaryotic
Molecular biology
Hans Boeger
Attacks: barrel = ΔG
DNA structure quiz
Violate 2nd law of thermo

6



The player recieves their diploma - Victory

Main Player Actions:
> WASD movement controls (introduced in frame 1)
> Space to use powerups (introduced in frame 2)

Things to Respond To:
> Platforms (introduced in frame 1)
> Barrels (introduced in frame 1)
> Special Attacks (introduced in frame 2)
    > Different special attacks for every subsequent level (frames 2, 3, 4, 5)
> Powerups (introduced in frame 2)

Description
Our game is about the experience of being a biochemistry student. The gameplay is a reskin of Donkey Kong. We have changed the game's meaning by decorating the levels like lecture halls, replacing Donkey Kong with professors, and making the victory condition passing the class. We have changed the gameplay by only using the first screen and adding special themed attacks on top of the regular barrels.

We are using the expansive approach. The first thing we are communicating is physical navigation through the spatial model. We communicate this through (hopefully) knowledge of how the original Donkey Kong works, and through explicit tutorialization. The second meaning is progressing through the class. We will communicate this through dialogue from the tutorial level.

Transcript of Storyboard (I'm sorry about my handwriting)

(1)

"Use WASD to move"

Alegria (Gen Chem prof.) introduces the controls and mechanics via dialogue. The player is told to jump to the top to pass the class, and to avoid barrels and attacks.

(2)

"Talk to the TA 4 help"

The second level (Michael Stone, Biochem) introduces special attacks and TA-themed powerups

(3)

"It looks like a flower!"

Cell Biology Lindsay Hinck Attacks: Barrels = proteins, AAA looks like flower, "AV guy"

(4)

"Dodge my xray beam!"

Quantum Mechanics; William Scott, Attacks: barrel = state kets, x-ray beam, DNA structure quiz, Annihilation operator quiz

(5)

"Aha! Ja."

Eukaryotic Molecular Biology Hans Boeger Attacks: barrel = DG, DNA structure quiz, Violate 2nd law of thermo

(6)

"Yuo Pass. Congart" **wording subject to change*

The player receives their diploma - Victory