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**Don’t Press the Button**

**Target Age:** Highschool students and up

**Narrative:** You have just woken up from your nap after a long night of partying, you survey the room around you to see that there is only a singular door in front of you. Upon opening the door to leave your nose bangs into the wall behind the door leaving you with a bruised nose. Confused on how you got into this room with no visible way out, you decide to nap it off and believe you’re in a dream. Minutes later a stranger opens the door you had recently tried to open yourself and approaches you…

**Instructions:** Follow the answer prompts to guide you in your adventure. To start type in “cd theGame” and “./start.sh” to play the game. Once you start a command list will appear showing you your capabilities in the game.

* Purpose:
  + The purpose is to teach very beginner students the fundamentals of the class. We wanted to make a game anyone off the side of the road could play and learn. Ergo the simplicity of it and the reasoning for using the “commands **Enter** choice” format
* Constraints:
  + This game is only useful for students who have never touched unix before. Other people would find the game boring and to slow paced for an educational game
* Conflict:
  + You try to resist the urge to push the button
* Intrinsic and/or extrinsic rewards:
  + You are rewarded whenever you finish a puzzle
* Chance:
  + The probability of you pushing the button
* Growth:
  + The person that plays gets a very strong understanding of the 3 basic commands that we use daily with linux
* Winner:
  + Escapes the rooms without dying

**Concepts:**

* Learn how to use the command “ls” by showing how it is used to look at the files listed in the current directory, this is conceptualized by relating “ls” to looking around in a room.
* Learn how to use the command “man” by showing how it is used to read the available commands and how to use them.
* Learn how to use the command “cd” by showing how it is used to change your current directory, this is done by relating it to changing the current room you’re in.
* Learn how to use the command “cat” by showing how it is used to inspect the contents of a file, this is shown in the game by “inspecting” objects in the room.
* Learn how to use the command “exit” by showing how it is used to quit out of a program and/or logout of a Unix based server.