

Level 6 Group 7

# GAMES PROJECT

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# INTRODUCTION

## Brief

To create an educational game to be used on school trips at Go Ape. The game should include both a progression mechanic and an educational element touching on some of the KS1, KS2 or KS3 topics of English, Science or Maths.

The created game must:

- Follow the Go Ape brand guidelines.
- Be suitable for a single age range, 5-7, 8-10 or 11-14.
- Be accessible on mobile phones or tablets.



# KEY STAGES

	KS1	KS2	KS3
English	Applying phonic knowledge, reading multi-syllable words.	Knowledge of root words, prefixes and suffixes	Knowing the purpose, audience for and context of the writing and drawing on this knowledge to support comprehension.
Maths	$5 \times 12 = ??$ $80 \div 10 = ??$	$500 + (36 \div 3) = ??$ $30 \times 40 = ??$	Simplify $(5-x)+4(x^2+1)$ $4.15 + 6.2 = ??$
Science	Identify common plants, animals and every day materials	Recording findings using simple scientific language, labelled diagrams, keys, bar charts, and tables.	Understand forces, energy, reactions, organisms, review theories and test hypotheses.



# WHO'S IT FOR?

## Target Audience

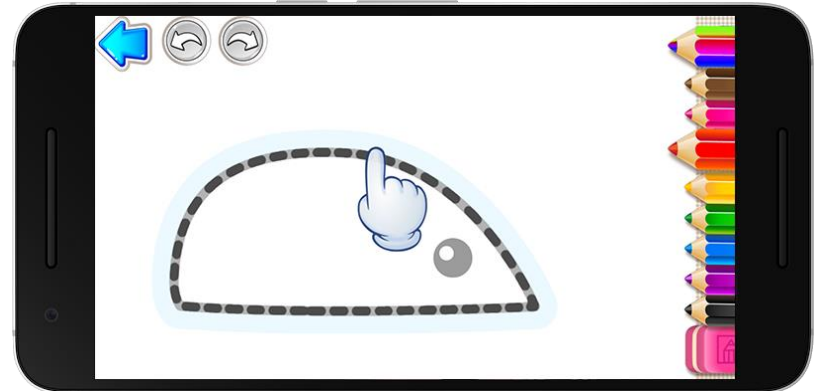
5 – 7 Year Olds

## Genre

Educational, Logic, Trivia

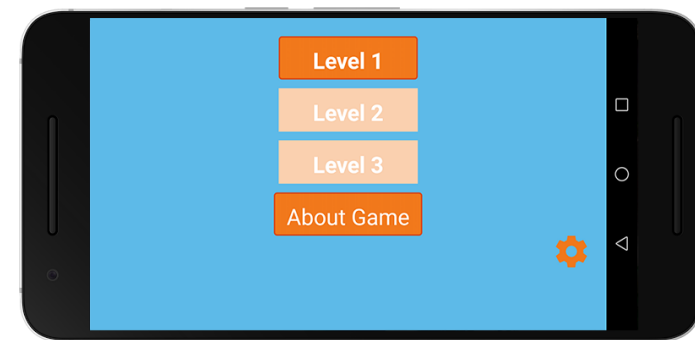
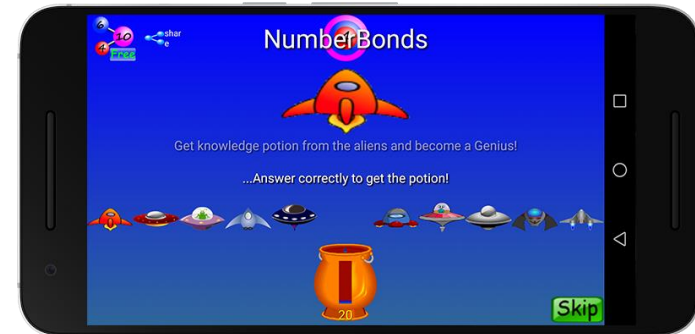
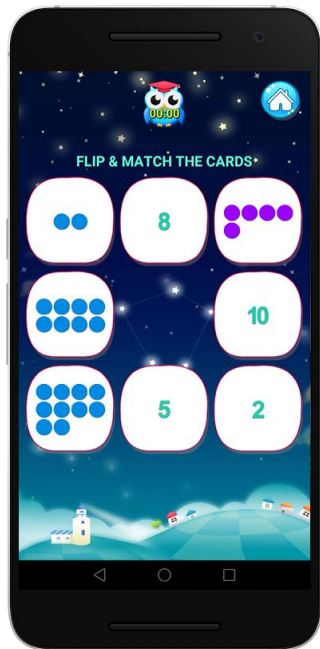
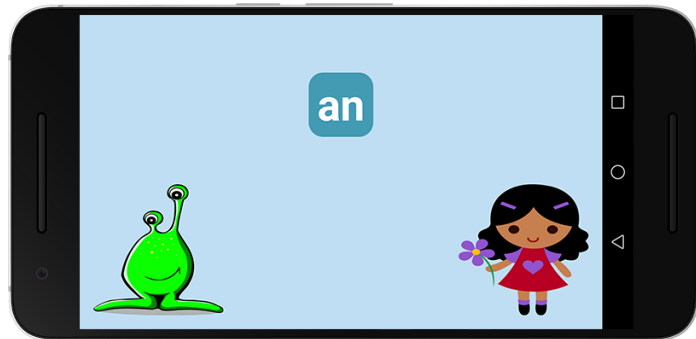


# OTHER GAMES





# OTHER GAMES



# OUR GAME



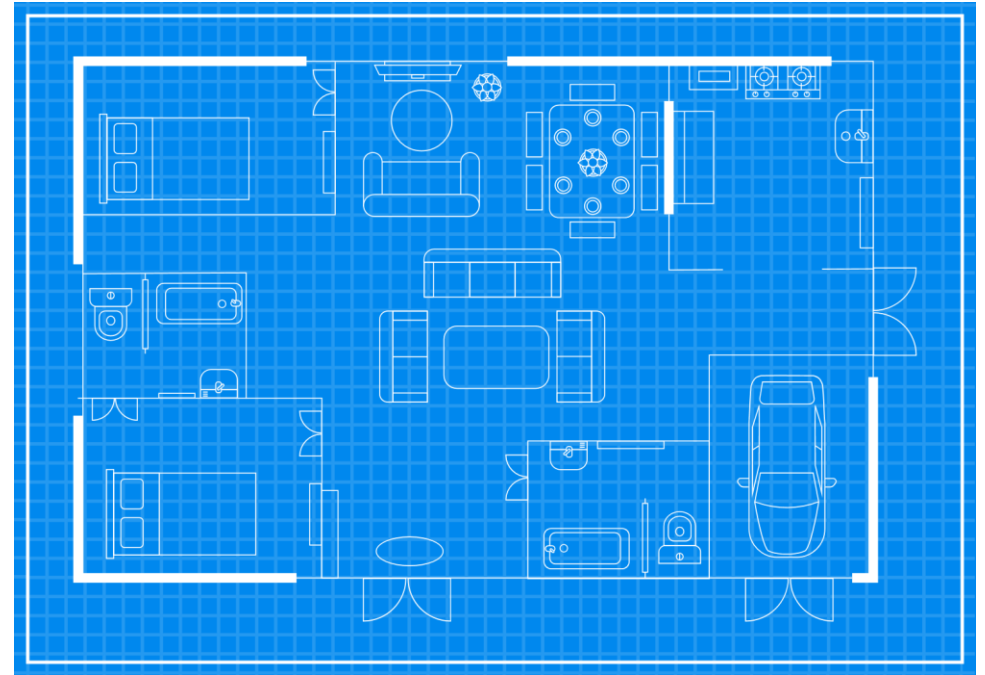
# GAMEPLAY & MECHANICS

## Interactive Educational Challenges

- Sequential logic puzzles
- Interactive quizzes
- Progressive trivia

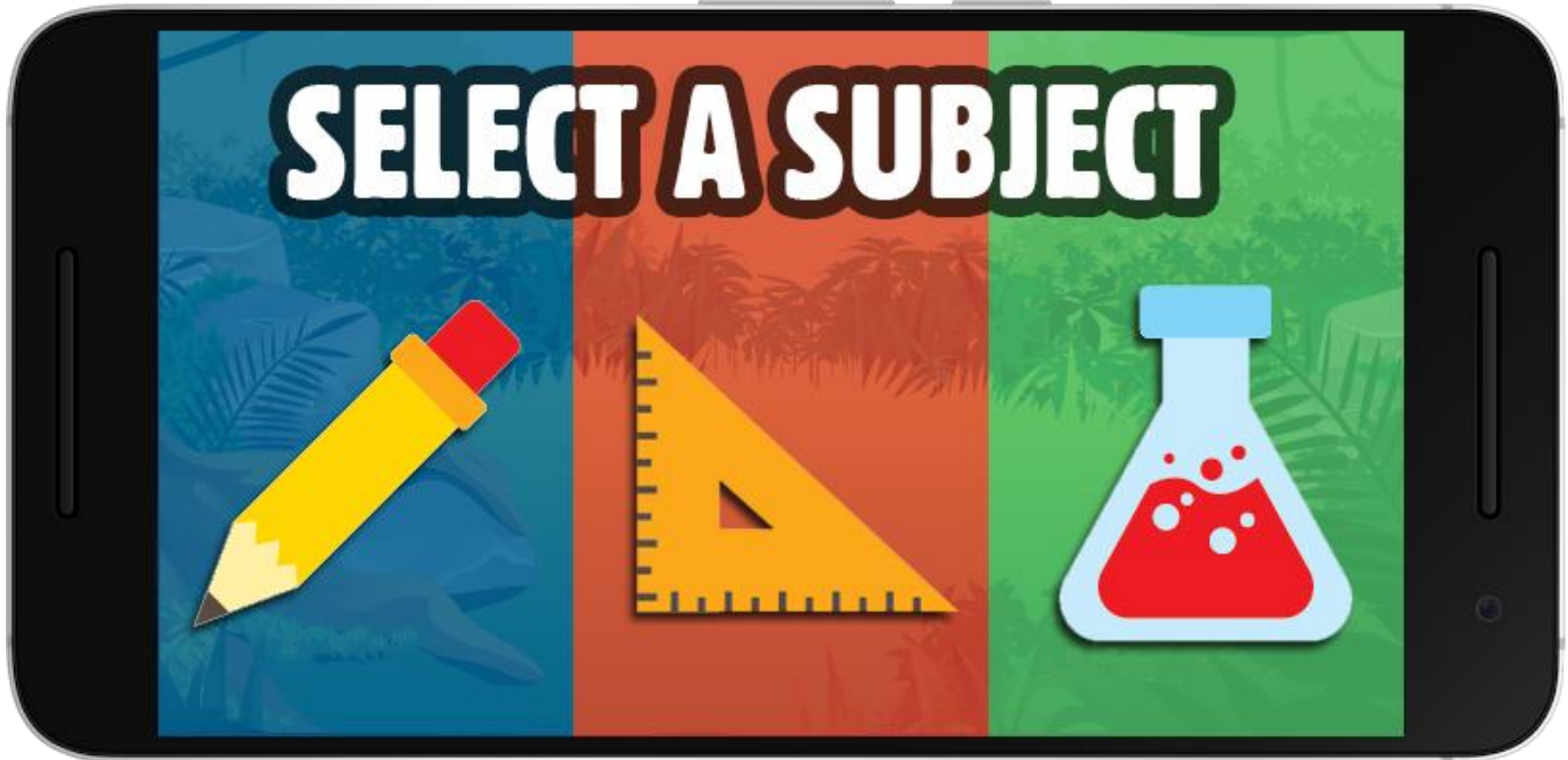
## Progression

- Levels of increasing difficulty
- Collection





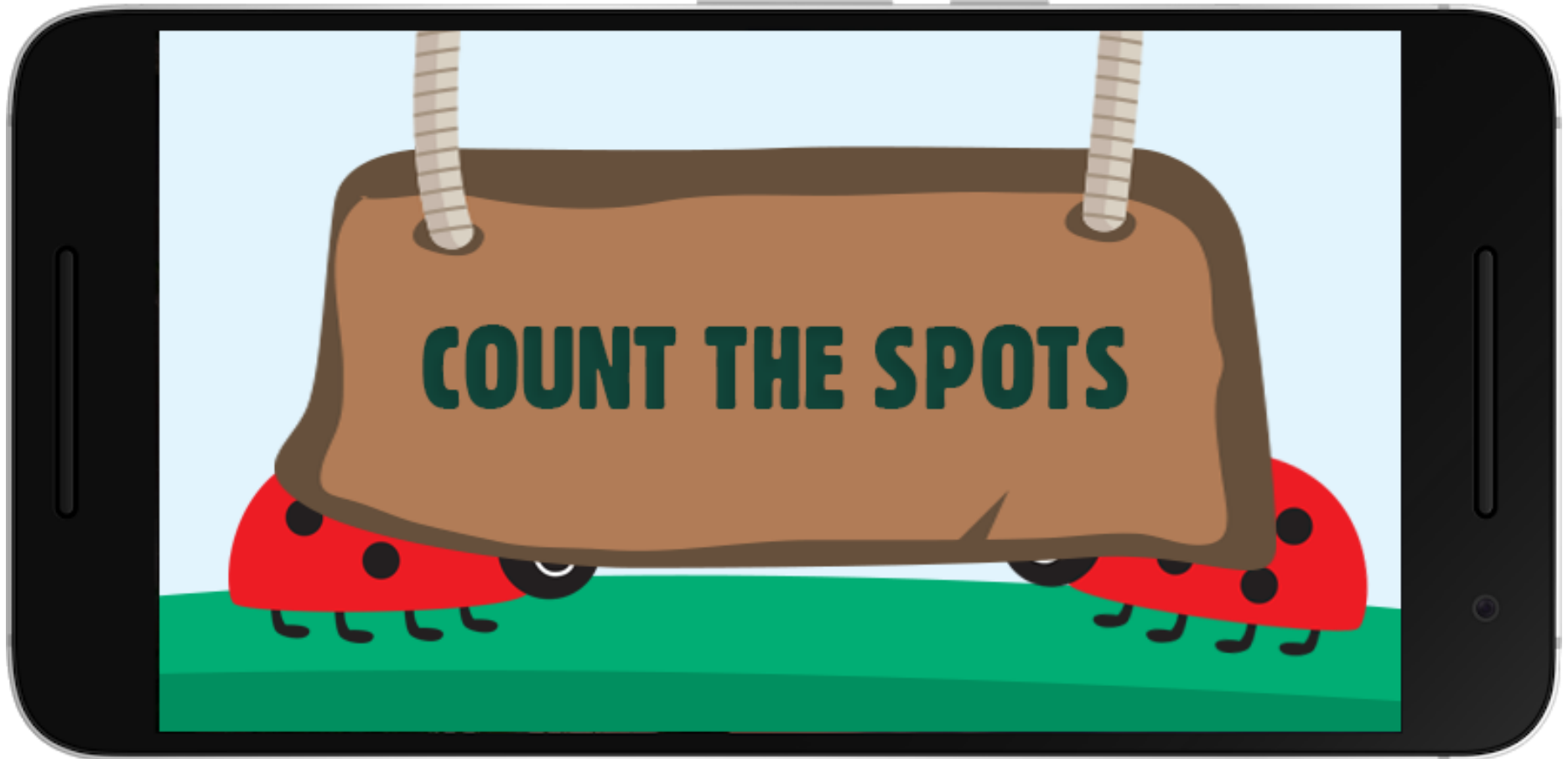
# SUBJECT SELECTION



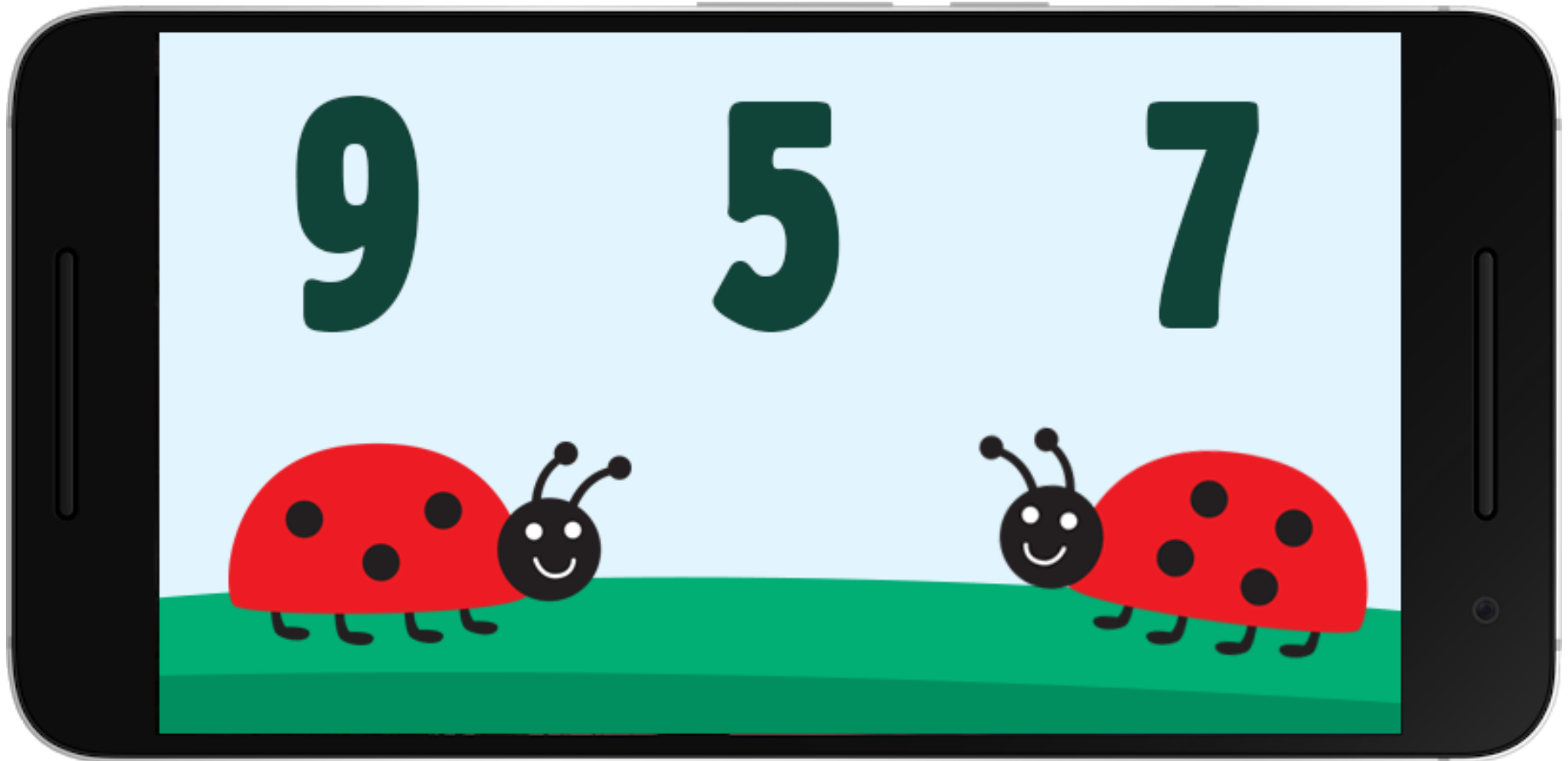
# DIFFICULTY SELECTION



# COMPLETE CHALLENGES



# COMPLETE CHALLENGES



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# COMPLETE CHALLENGES

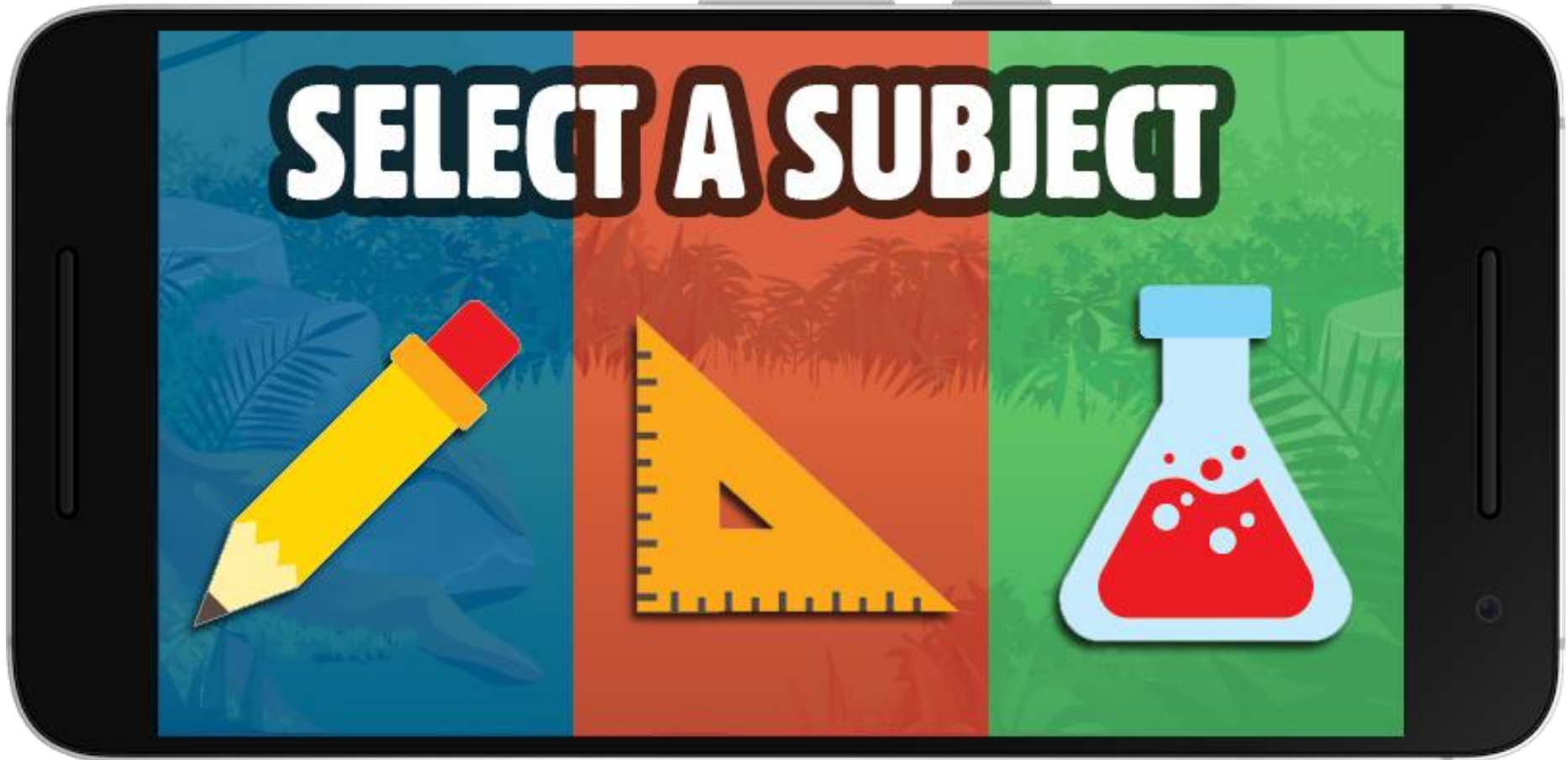




# EARN STICKERS



# SUBJECT SELECTION



# DIFFICULTY SELECTION



# EARN STICKERS



# HOW WILL IT BE PLAYED?

## Android Mobile and Tablets

- Provided to students that are visiting Go Ape on school trips.

## Why Android?

- Android is more cost effective than iOS.
- The cost of an Android tablet could be as cheap as £35 whereas an Apple iPad costs around £135 for the cheapest model.



# ADDRESSING FEEDBACK

## Modular Design

- Extendable Game Architecture

## Vague Mechanics

- Progression
- Collection/Achievement





