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The serious game we are making for the class project would teach people about World War 2. Since we only have one and half month to finish the game, we narrowed it down to a battle that is very similar to a tower defense game. The battle we are going to be doing will be the Siege of Bastogne. The reason we choose this battle is because it is one of the smaller battles during the war and it is also not a well known battle compare to like Pearl Harbor or the atom bombs dropped on Hiroshima and Nagasaki.

The ways we will be teaching the Siege of Bastogne with our game is mainly with dialogue and GUI text boxes before each level. So when the player presses the play button they will load them into a scene that has a GUI text box giving them background information about Siege of Bastogne. The background information will have many simple facts about the Siege of Bastogne. Simple facts like where Siege of Bastogne took place, the time that the German army started their attack on the American forces, the reasoning on why the German army attack American army. There will be other facts like the difference in the number of troops the German army has compared to the American army; also there will be when the Siege of Bastogne ended. Then after the background information there will be something like a dialogue box where you will be depicted as a soldier during the war and you are telling the commander that the German are attacking. These dialogue boxes will give the players information like people that participated in the war and also at what time the battle started and when the battle ended. Then for the game play we found World War 2 sprites sheet which is what we used for the characters when playing the game. We also build tried to build a map that matches the Siege of Bastogne to the best of our ability with the free resources that we can find.