

PURPOSE, DESCRIPTION, TARGET AUDIENCE, INSTRUCTIONS OF GAME

The purpose of the game is to finish a scavenger hunt that takes place in the SLC Athens conference center. The player plays as a freshman character named Simon. Simon is very excited because this is his first time attending the State Leadership Conference. Simon has worked all year on a video game for the High school video game design competition. However, when Simon arrives at the conference center, he learns that he is missing 3 important documents and will be disqualified if he does not retrieve these documents in time. Each level is timed and in the level the player must find a document before the time runs out. At the end of the game when Simon turns in all his documents, he gets to attend closing ceremonies where he learns that he won third place! The target audience for this game is high schoolers, specifically those in TSA. Since the target audience is TSA high schoolers, the game has references to the inside jokes that TSA high schoolers understand, takes place from the view of a TSA freshman and contains slang that TSA high schoolers use. The game play is relatively simple. The game layout is a top down game. The character moves with the WASD keys. W makes the character move up, A makes the character move left, S makes the character move right, and D makes the character move down. Whenever the character is in a 60 pixel radius of an interactable NPC or object, an arrow will appear above their head. If the character right clicks while the arrow is above their head, the object or NPC will execute an action. The actions include drawing a speech bubble, or picking up an item and adding it to the characters inventory. The character's inventory runs off a variable system. If the character right clicks near an object, the object will be added to the characters inventory and change the variable representing the character's inventory. Depending

on what the variable is, it will change actions with further characters. The following is an example of the inventory at work:

Character approaches Teacher NPC and right clicks.

The inventory variable currently equals 0.

The teacher reads the inventory variable and because it's 0, the teacher draws a speech bubble above that reads, "Hello student! Do you have your leap report?"

The character leaves the room and right clicks on a form.

The form draws the speech bubble, "Leap Report added to inventory." adds 1 to the current variable and then disappears.

The inventory variable currently equals 1.

Character approaches Teacher NPC and right clicks.

Teacher object reads the inventory variable, because it equals 1 a new prompt is shown. The Teacher draws a speech bubble above that reads, "Thank you for turning in your leap report."

The combination of WASD movement, right click interaction and a variable based inventory consists of a majority of the mechanics that results in the RPG scavenger game.