Game Design Document

General Overview

This is a collection of mini-games set in a carnival / fairground themed setting. The game is aimed to be easily translatable to Kinect controls and is designed for children on the autism spectrum with a developmental age of around 4-5 years old.

The objective of the player is to co-operate with their partner to complete a series of puzzles with their partner to earn tokens. The game is aimed to promote social interaction between 2 co-located children playing the game.

Target System and Requirements

The primary target system for this game is Windows as the game is meant to be easily ported to Kinect. However development will have controls that are suitable for Windows, Mac, Linux and perhaps mobile platforms.

Story

The game requires very little story. You’re a kid, in a fairground - go nuts.

Theme: Graphics and Sound

The theme of this game will lean of it’s carnival setting. Bright colours and stereotypical tents with some random people milling around. Laughter and mumbling should be included in ambient noise as well as classic fairground music such as Entry of the Gladiators by Julius Fucik

Menus

**Lobby**: The lobby is essentially a menu disguised as a 3D area. The player will be looking onto a fairground scene and has the ability to choose what game they want to play or go to the reward booth.

**Options:** Sound, graphics, Kinect configurations, difficulty for separate mini games and tutorials can all be viewed or tweaked here. This menu will be accessible from the Lobby.

**Pause:** Accessed while in play. Return to lobby, limited options like volume sliders.

Playing a Game

1. Player starts the game and is presented with a lobby screen.
2. Visit the options menu to see the tutorials, fiddle with settings like sound or change difficulties
3. From the lobby a player can choose if they would like to play a game or visit the reward booth to spend tickets.
4. A player will play through their chosen game and depending how well / fast they completed the challenge both players will receive the same amount of tokens.
5. After the game is finished they can; replay the game, return to the lobby or continue straight to the reward booth.
6. At the reward booth the players can decide what reward they want to buy. (type of rewards tbd)

Characters and NPC Description

**Owner / Carnie:** Owner or operator of the fair ground. Think carnival guy from the Simpsons but less creepy.

He greets the players as they enter the game and narrates their experiences, be it entering a game “Alright, let’s play the memory game”, or going to the reward booth. His model will be seen on the loading screen. For simplicity speech can just be scrolling text.

This character will also give brief descriptions of each game in the form of a pop-up text box this will essentially form a very basic tutorial.

Conclusion

The idea behind the collection of mini games is to reduce the chances of children being frustrated with the entire game. If the children get frustrated there is other games for them to try.

The games purpose is to encourage co-operative interaction between two co-located children who are on the autism spectrum. For this reason the puzzles will be fairly simplistic with an optional difficulty increase. Each puzzle will have elements where the kids will need to interact and avoiding frustration is in our minds when designing the mini-games.