

James Walsh
Salwan Sabil
Isaiah Andrade
Gavin Ippolito

Project Requirements

This document will list the requirements for our educational game, *FlashCars*, a trivia race.

Requirements:

1. The game will feature a car racing theme where players answer trivia questions to progress along a race track.
2. There will be various subjects for players to choose from, including Math, Science, and History.
3. Each subject will contain multiple levels from which the player can select.
 - a. Additionally, the game will include a customizable level.
 - i. The player will input questions and answers. This allows the player to have the option to study specific material.
4. Each level's questions must be within the academic knowledge range of a 4th-5th grader.
5. The game will display:
 - a. A race track background with a car avatar representing the player.
 - a. A question at the top of the screen.
 - b. Multiple-choice answer options below the question.
6. Players will answer questions to move their car forward on the track:
 - i. A correct answer will move the car a set distance.
 - ii. For an incorrect answer, the car will remain stationary.
 - iii. After two incorrect answers, a hint will be displayed to help the player learn the material.

7. The game will track players' scoring and will produce feedback accordingly:
 - a. Points will be awarded for each correct answer.
 - b. The car will progress double the set amount if the player has answered correctly three consecutive times.
 - c. Feedback messages will appear after each answer, providing explanations for correct and incorrect answers.
 - d. Sound effects will play for correct/incorrect answers.
 - e. An appropriate car animation will occur depending if the player's answer is correct or incorrect.
8. The game will end after a set amount of questions are answered correctly.
9. The game will store player data; including subject performance, level completion, and high scores.