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Proposal: Logo Guessing Trivia Game

This proposal outlines the concept for a fun and interactive trivia quiz video game where players guess logos from different video games. Our goal for this project is to create a competitive and energetic gaming experience that keeps players engaged through fast-paced rounds.

The game is a trivia quiz where players must identify logos from various video games within a 30-second timer. Each round will challenge the player's knowledge of video games and their logos.

The logos used in the game will be sourced from the web, representing various popular video games. These logos will be carefully selected to reflect a broad range of video game genres and titles.

The game will feature a fun and playful design to keep the experience engaging. A retro arcade theme will be used by featuring bright colors, pixelated graphics, and elements that remind players of classic gaming.

To make the game more engaging, animations and sound effects will be used as feedback. For example, when players answer correctly, confetti will appear to celebrate their success. On the other hand, a buzzer sound will play for wrong answers, adding a playful way to signal mistakes.

One of the challenges that we could be facing are the time restraints that this project could present to us. If we are too overambitious with our ideas and design, it could risk the structure and the outcome of the project, and we would be struggling to complete everything on time. Thus, it is very important to stay vigilant and make design choices wisely.

Another issue that could be technically challenging is responsiveness. Fitting all of the elements and objects that we will be using with our game could prove to be difficult, especially if we are also considering mobile audiences.
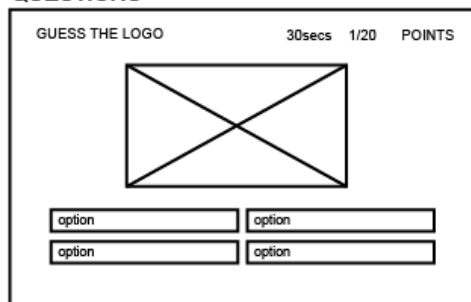
Sourcing specific images that are royalty free on the web could be a complex task, since a majority of logos are trademarked and copyrighted. This could limit the amount of trivia questions that we would like to impose within our game, however there are still plenty of other sources and workarounds to this issue.

Lastly, the amount of code that will be implemented could be quite demanding depending on the design expectations of the project. Should we pursue our current design choices and features, such as our confetti animation, it could either be relatively simple to implement or it could prove to be very complex.
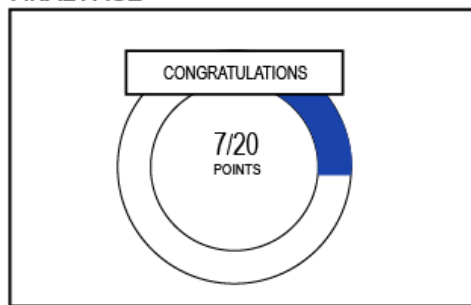
HOME PAGE

GUESS THE LOGO

VIDEO GAME

START

QUESTIONS

GUESS THE LOGO · 30secs · 1/20 · POINTS

option · option
option · option

FINAL PAGE

CONGRATULATIONS

7/20
POINTS

MOODBOARD