**Game designing elements for My Own Game:**

**Colour balls**

**Characters:**

**-**Person playing

**Goal of the player:**

-To put the balls in the correct colour basket

**Rules:**

-We must click on the same colour basket for the ball to fall in before it crosses the threshold (suppose it is pink in colour we must click on the pink basket).

-If the ball/balls crosses the threshold and we were not able to put it in the correct basket the level ends and we will have to do the game again.

-In each level there will be a certain amount of balls to fall in the basket...with each level increases the amount of balls also increases.

-With each level increasing the variation of the colours of baskets and balls also increases.

-Once all the balls are sorted out the level ends and you get a comment (Good job!... Awesome! Etc.)

**Adaptive:**

-With each level increasing the difficulty level also increases

-Colours of the ball, basket and number of balls increases.

**Element of chance Vs Element of skill:**

**Element of chance:**

-We will have 3 lives if we go wrong anywhere.

**Elements of Skill:**

-The child will have to think fast and differentiate between the colours so this will increase concentration.

**Feedback:**

-The comments coming up (Good Job! , Awesome! , Try again.)

-Sound on not able to complete the game (O oh)

-Cheering sound on winning (Yay… !!)

-Music while playing the game

-Design of the game

**Story:**

A factory owner got a call from a great businessman. He said, “We need 10,000 colour balls all sorted out into different baskets, within 1 year ”. Help the factory workers sort out these colorful balls into different baskets.

Regards,

Archisha Mishra