GDD  
mini game  
“tap the noisy ones”

By BGDC Mobile Game Developer Team

1. Introduction

This mini-games teaches Binusian 2022 about the ethics or norm about respecting the speaker and other people who wants to hear the speaker inside an auditorium.

1. Gameplay

The game play is simple, the player will be given a view times to tap as many noisy students in the Auditorium. If one misses or to late to tap the noisy students, they will spread out causing another student to talk inside the auditorium. So, the player needs to be fast on tapping the quite ones.

Detailed

* A given timer will pops up when the player starts the game
* The lecturer / speaker will talk until the timer ends
* In that time, a student will suddenly speak in the auditorium, playing an animation or a bubble indicating that student is noisy and causing trouble.
* The player could tap the noisy students, an animation of a students “susshing” the noisy students, then that student will stop and stay at idle animation
* If the player doesn’t tap that noisy students, the other will starts to be noisy.
* If to much students that are noisy, the lecturer/speaker will start to get angry thus leaving the auditorium which is game over and no score given
* If the player succeed to keep the auditorium quite until the time runs out, the player will be given a score / SAT depending on how many students they succeed on keeping the auditorium quite.

1. Art and Animation

Background / Scene

* Auditorium (400)

NPC / Students

* Binusian with distinct colored T-Shirt + flazz card or all white shirt like FEP Binusian

Animations (Binusian)

* + Idle, (sit quite)
  + Talking
  + Feeling discomfort with the other binusian who’s noisy
  + Susshing other binusian
* Lecturer / Speaker given 2 types of shirt for each gender (blue, white) so in total of 4 types of speaker

Animation (Lecturer)

* + Speaking
  + Angry

This mini-game uses 2D art, but the style will be decided by the team