

Overview

Sandhi Invaders is a simple educational game that runs in a browser (HTML 5). It is a tool to teach Sanskrit language Sandhi (euphonic combinations) to students.

Gameplay

Two letters fall (Column A on the left and Column B on the right) at a reasonable speed (not too fast) from the top of the game area to the bottom, the user has to type the combined letter (column C) correctly for them to stop falling.

If they fall and touch the ground a hole is made in the landscape at the bottom. If there are 3 holes it says GAME OVER and they have to restart.

If they fail (letters reach the ground) a box comes up showing the correct answer so they learn for future. This combination repeats later and is not excluded as they have not learnt it correctly.

If they get the correct answer the letters get zapped (explode) and a new random combination comes from the 573 options.

Once the user has gotten a combination correct, it does not repeat again for that game.

Options:

The user can choose beginner, intermediate and advanced which control the speed of fall of the letters.

Animations:

a. When they get it correct it shows a projectile going from the user's ship (which moves back and forth side to side) that hits the two falling letters. When they get it wrong it shows the projectile as going and missing.

b. As the user is typing something as input it shows this transparently over the screen quite large so they see their typing.

Audio:

We need some basic background sound track (from stock audio?) and sound effects for firing and hitting or missing the letters.