

Crazy fruit market

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Digital prototype link: [play the game prototype here!](#)

Target audience and learning objectives

The target audience is aimed at 15 yr+ or adults. They have basic English knowledge and want to extend their vocabularies. More specifically, these vocabularies they might want to understand and memorize:

- nonchalant
- restive
- mendacious
- pugnacious

It's easy to memorize any one of them. But these vocabularies rarely appear in their daily speech, and sometimes hard to realize their meaning on a dictionary with limited vocabularies.

How to apply content (vocabularies) to the game?

Consider this example:

Task: Buy **pugnacious** apples from supermarket

During this task, you have to communicate with apples. Each apple might have different dispositions, expressions and looking. However, the one you should buy is the "pugnacious" one. So, once you find a bad-tempered apple and you are almost about to argue with it, you have to pick apple into your shopping cart.

What is the fun in your topic/game?

The idea comes from "Annoying Orange". In the gameplay, the player have to hunt for the personified fruits to make cuisine from a weird recipe. It is fun to have interaction with these weird and funny fruits which acting in exaggerated expressions and disposition. I would like to design this game in cartoonish style.

Where/how do you propose the game will be played?

On Smartphone, PC or anywhere accessible to the internet. The goal is to keep game itself simple and fun. Therefore, at current stage, I do not take 3D graphics into consideration. I decide to develop this game on cocos2d because it is a cross-platform game engine.

How do you think someone would use your game to teach?

- High school teacher: distributing this game in a English class. Some tasks are designed to be very hard and need students to cooperate together to solve it.
- Self learner: this game's mainly goal is to make people keep growing their vocabularies without losing their passions. If the game is designed interesting enough, it's possible for people to memorize these hard vocabularies in this game.

Game Design:

Storyline

In this game, your avatar is a kid with limited vocabularies. One day, your parents tell you to buy some fruits with specified characteristic from supermarket. Your job is to understand what the vocabulary describing the characteristic means and buy the correct fruits from supermarket.

Scene design

There are 5 scenes in this game: start → task → fruit → conversation → purchase

Start Scene: the place where the player can start the game.

Task Scene:

In this stage, the player will be delegated a task to buy certain fruits back according to a recipe. The fruits are depicted with the adjectives which are our learning targets.

Recipe: happy ice cream

“please buy them back!”

1. **cantankerous** apples
2. **mendacious** oranges
3. **hilarious** bananas

Fruit Scene:

In this stage, there are many fruits talking and jumping here and there on a shelf. The player can pick up one of them to start a conversation.



Conversation Scene:

The player can ask some questions to the chosen fruit. Through the conversation, the player have to determine whether the chosen fruit is the one on the recipe. If yes, the player puts the fruit into the cart and keeps choosing other fruits.

Purchase Scene:

After finishing choosing fruits, the player go to the checkout counter to have the purchase rung up. In this scene, the player will be informed the result.

Constraints

These constraints could ensure the students really understand each meaning of the words:

1. Limitation of the conversation: the player has to make decision within limited conversation
1. Limitation of the question list: the player cannot raise the same question all the time (to ensure the player can recognize the fruit from new question and new reaction)
2. Hide the face of fruits: the game can automatically raise the difficulty with hiding the faces of fruits once the students perform well.

Ensure Learning

To ensure the player really learn new vocabularies from the game, the following mechanics need to be put into the game:

1. Once the player fail, the game has to show the definition of the vocabulary and let the player have a conversation with the correct fruit within limited times of questions.
2. The word list has to be large and confusing enough in order to avoid the player only partially memorize the word partially. For example, if the word list only contains 1 vocabulary with an initial "r", the player could recognize the word "rat" solely from its initial in the game but could fail to tell the difference between "rat" and "rot" once they both appear.

Change log:

2015.04.26

1. Change the depicted object from shopkeeper to fruit
2. Change the example word list
3. Give this game a name — crazy fruit market
4. Add prototype link
5. Add description of game design
6. Add concerns of learning process

Previous related works

Assignment 1

Assignment 2