

## **Save the Books**

High Concept: Literal book worms are trying to absorb words from books and it's your job to type/write the words back in before they disappear entirely.

Player Experience Goals: Players should find the game very entertaining because the user will get a combined experience of reading a book as well as playing a game and it should encourage competitiveness to win against the book worm in order to finish reading their story as well as in general competition.

Game Play: There will be three settings of the game (light, medium, heavy) difficulty so the user will choose based on their confidence in reaction time and typing speed. This game could have several levels with each level being a different book, but for the sake of a short deadline, it will include just one graphic novel - with reaching the end of the novel marking the end of the game. For each page of the novel, there will be 7 seconds to read the page before a random segment of a sentence will start to fade (will be 1-4 words) and the word(s) will be typed by the user. If they are not typed before the words have completely faded away, then the player will lose a life with three lives lost marking a game over or with the completion of the novel marking a game won. For the purpose of this being a physical game, the words will have to be hand written and instead of fading, the word(s) will have to be circled by a person and a timer set for 2 seconds for the player to rewrite the words.

Resources needed to play: Pencil, paper, graphic novel, phone. This is a one player game, but for the sake of the physical prototype, somebody will have to play the part of the AI.

Play Time: ~5 min.

Strategies: Practice typing, read the novel before hand to practice typing the words.