

ASSIMILATE

Design Documentation

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General Information

Planning Time: 1-2 months

Development Time: 1-2 months

Planned Engine/Technologies: Android studio

Partners: N/A

Scope and Goal: High School level English, Math and Science Subjects, aims to help students practice their knowledge through a gamified experience.

Target Audience: Junior High School to Senior High School Students

Planned Platforms: Android and IOS mobile devices

Monetization Strategies: Paid advertisements



@MalayanMindanao

www.mcm.edu.ph

General Douglas, MacArthur Highway, Matina, Davao City

Gameplay

Genre: Educational turn-based RPG game

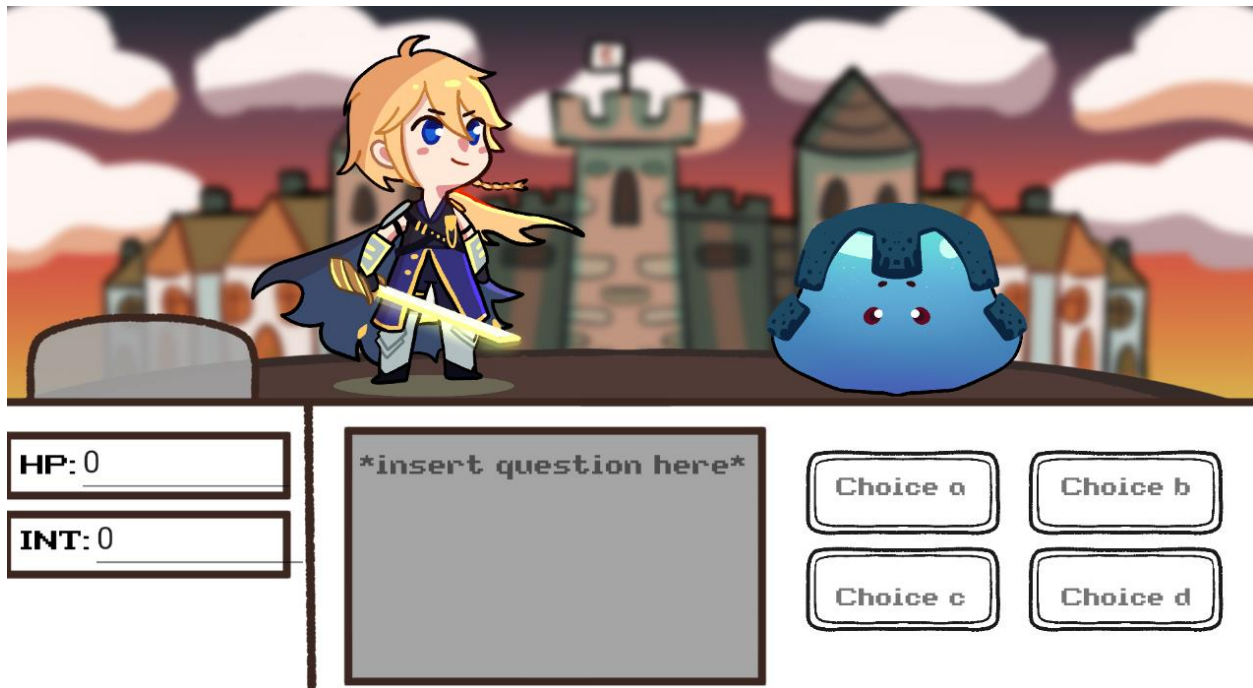
Input/Control Method(s): Touch Screen

Gameplay Summary: The player will have three subjects to choose when playing the game: English, Math, and Science, and in each subject, will be divided into 4 lessons, in which the difficulty increases as the player progresses. For the actual gameplay, the player will have to fight an enemy in a turn-based-like battle but instead of the usual attacks, the player will be attacked with questions pertaining to the topic at hand. Choices will be given, and failure to choose the correct answer will cause the player damage. Choosing the correct answer will cause the enemy to take damage.

Gameplay Progression: The time spent to complete the game will depend on the player's time to answer the questions correctly and defeat the enemies, but it is estimated that it will take about 10 minutes to complete each lesson, with the difficulty level ramped up as the player progresses.

Players Satisfaction: The target feeling the developers want the players to feel when playing this game is satisfaction when they successfully complete a level and learn something new.

Important Gameplay Element 1: Quiz game with turn-based game elements. The choices the player picks will determine the outcome of the battle. Getting the answer right will make the enemy take damage, while getting the answer wrong will make the hero take damage.



Important Gameplay Element 2: Each question has a time limit and running out of time results in the hero taking damage.



Control Scheme (Touch Screen):

Button Press: Start Button

Action: Game starts.

Button Press: Continue

Action: Directs the player to the next page.

Button Press: Back

Action: Directs the player to the previous page.

Button Press: Lesson

Action: Directs the player to the topic they want to play.

Button Press: Choice Button

Action: The buttons containing the choices the players have to choose in order to answer the questions.

Story/Setting

Where and when is this story taking place?

The story takes place in a galaxy with 3 main different planets/worlds in a time far off.

Who is involved?

A nameless knight character whom the player controls is the person involved, as well as the enemies called Slimes.

What are they trying to accomplish?

The nameless knight seeks more knowledge throughout the worlds, however, his visit to the galaxy made him want to help, thus he also aims to cleanse the slime-ridden worlds. The slimes seek to cause rampant confusion and chaos to the worlds.

Why are they doing this?

The nameless knight is compelled to do so, within his heart he knows that it is the right thing to do. The slimes on the other hand, simply want to take other worlds for themselves and spread their colony.

How are they going to do this?

The knight will use the power of knowledge and his sword to put an end to the reign of the slimes. The slimes will use their natural power of confusing queries to bring about “destruction”.

Name of Place:

English World

What does this place look like?

This place looks like a medieval time, filled with castles and villages. The skies are in a permanent sunset hue, which makes it unique from other worlds.

Who are its inhabitants?

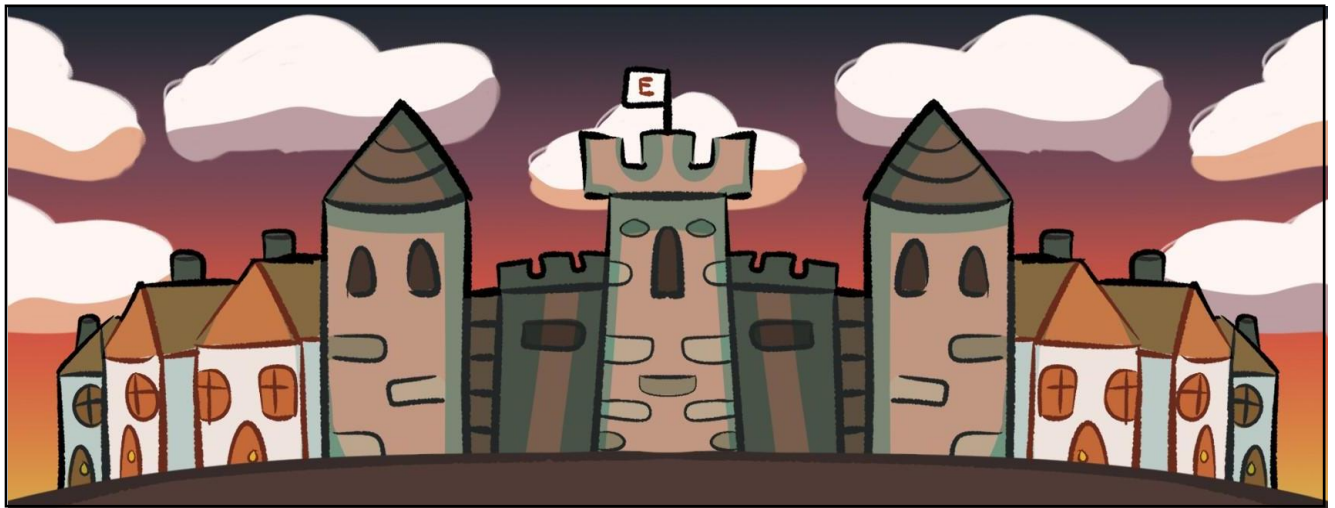
The inhabitants are ordinary-looking people despite that they are an entirely different world.

Points of interest:

The eternal sunset skies and stone castles.

Other information:

The subspecies of slimes that invade this are called “Slimegons”. Slimegons are slimes that adjusted to the environment of the English world. With the power and knowledge of the English subject, defeat the Slimegons and gain intelligence. Put a stop to their evil deeds and bring peace to the kingdoms and this world once more.



Species: Slime

Age Range: N/A

Sex(s): N/A

Locale: A small slime planet where the slimes are all born called Slimedom.

Alliances: None known.

Backstory: Slimes were once a peaceful race, however, they suddenly decided to become the villainous world-conquerors they are today. Perhaps something happened to them behind it all that is still unknown to all.



Notes:

Slimes are classified into different sub species, depending on the world that they have adapted to: Slimegons, Slimebots, and Cyberslimes belong to English, Science, and Math worlds, respectively.

Character Name: Knight

Age: 1000 years old

Sex: Male

Locale: None.

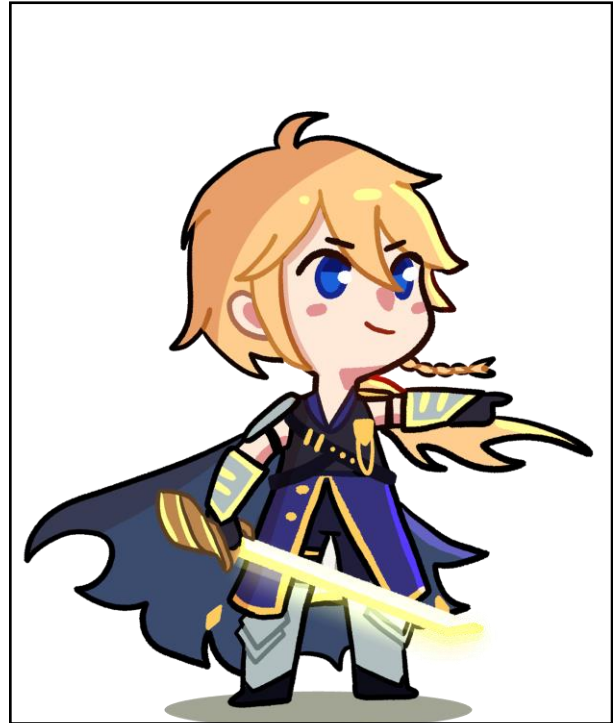
Race: Traveler

Backstory:

Seeking knowledge throughout the galaxies, speeding through the vast array of stars. The knight traverses' alternate universes, gathering knowledge with each adventure. No roots hold him, and he journeys freely, following a natural sense of justice.

Notes:

It is up to the players on how they perceive the attitude of the knight traveler, the possibilities are endless.



Other Story Information:

As of now only English world is available, the other worlds are not yet developed due to lack of time in planning and development but are quite possible to be available in the future if study is continued. Meanwhile, only Slimegons are available and modeled for the enemies, in the future the other sub-species of slime may be developed and become available. On the other hand, only the Knight is the available playable character, however in the future it may be possible to add additional variations of the traveler race for a more diverse perspective and choices for the players.