Game Design Document:

**Overview / Vision Statement:**

Let’s Quiz is a trivia game designed to test your knowledge on a variety of different science fiction based topics. You’ll get points for getting things right but don’t take too long or you’ll run out of time. Compete online against other real people and try to become the top Let’s Quiz player.

**Level Abstract:**

* At start of round start a timer will be shown displaying the remaining answer time the player has for the round
* A question will be shown and a list of 4 possible answers.
* The user presses an answer button and the result highlights green for correct or red for incorrect.
* A certain amount of points is awarded for a correct answer; this is displayed on the screen during the round.
* A new question and 4 possible answers are shown and the process repeats.
* Once the timer ends the round is over and a summary is shown displaying the points earned for that round.

There are no defined levels in Let’s Quiz. For each game there are 3 rounds of play. These rounds do not differ from each other except for the questions that are given. Each round has the same UI design.

**Difficulty**

The difficulty does not change for each round or as gameplay progresses. However, one of our goals is to eventually match players of similar skill levels. So as players earn more points they will play against others with similar points and game experience.

Different categories of questions will be offered to players so in some regards players might struggle in some areas over others. These categories are chosen by the user before a game begins.

Although this does not change, the player is always up against the clock. The more they can answer in a given time the more points they get. This factor should challenge players as they can choose to take it slow or go as fast as possible.

**Gameplay Elements:**

Let’s Quiz does not have a story line or characters. Its main gameplay element is that of the trivia itself. Players will be tested on their knowledge for the variety of topics. The more games a player plays; the more points they will gather. Every player will have access to the variety of global leaderboards to see where they stand against all other players. This factor will keep players coming back as they are up against real other people.