minigame art order |

TAMBORO

Class 5 - Math

Unit 5 – Secret code

SCREEN DETAILS

GAME GOAL
Realize that there are different numbering systems in different parts of the world and through the ages.

1 – OPENING SCREEN

CÓDIGO SECRETO

Desenvolvido por TAMBORO

LOGO PATROCINADOR

VISUAL ELEMENTS

- World map Background
- Lettering with the game's name*
- Sponsor logo
- TEXT: Developed by **
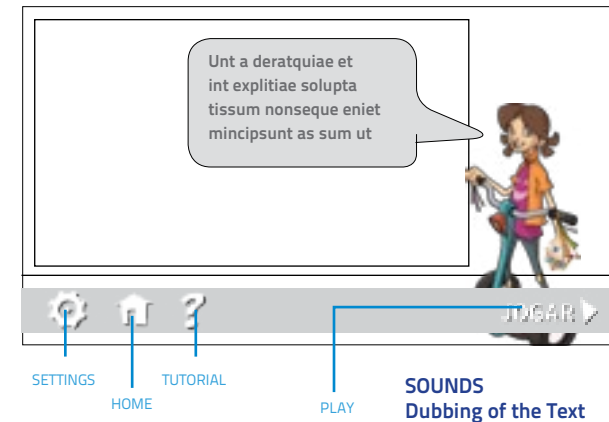- Configuration button
- Start Button

TEXT
Name of the game

SOUNDS
Soundtrack (sent by Tamboro)

2 - PRESENTATION AND CHALLENGE PRESENTATION

Unt a deratquiae et int explitiae solupta tissum nonseque eniet mincipsunt as sum ut

SETTINGS
HOME
TUTORIAL
PLAY

JOGAR ▶

VISUAL ELEMENTS

- Wall with World map Background
- Character ->
   (Animation of him speakin)
- Dialog baloons with text
- Configuration button
- Home return button
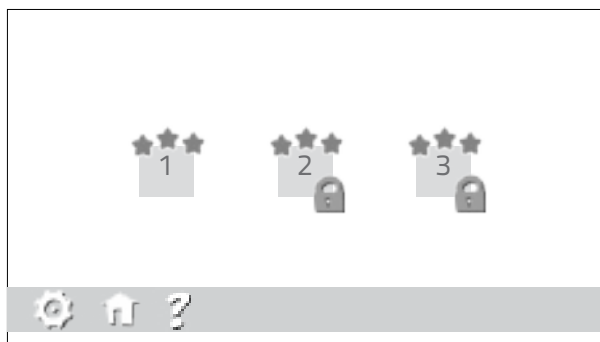- Play Button: "JOGAR"
- Background with the big colonial house

TEXT
Dynamic text introducing the game

SOUNDS
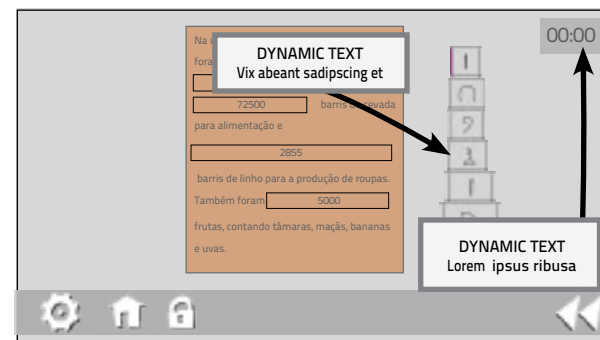Dubbing of the Text

3 - LEVELS SCREEN

1   2   3

VISUAL ELEMENTS

- Same Background as the opening screen
- Menu of levels played or still locked
- Settings button
- Home return button
- Play Button
- Tutorial Button
- Ranking button

SOUNDS
- Error sound when player selects one locked level

- Selection sound when player selects one level that he can play

4 - TUTORIAL SCREEN PART 1

Na
fora
72500   barris   evada
para alimentação e
2855
barris de linho para a produção de roupas.
Também foram   5000
frutas, contando tâmaras, maçãs, bananas
e uvas.

00:00

DYNAMIC TEXT
Vix abeant sadipscing et

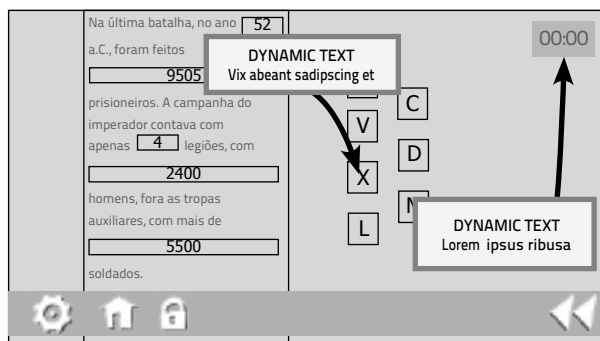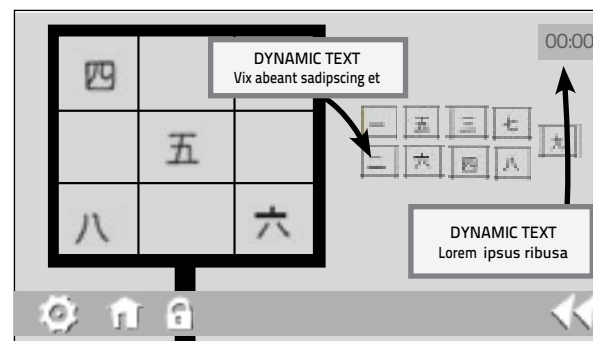DYNAMIC TEXT
Lorem ipsus ribusa

VISUAL ELEMENTS

- Shadowbox over SCREEN 8
- Ballons with intructions about how to play the game and arrows pointing to what it is explaining
- Return to SCREEN 8 button

SOUNDS
   Soundtrack (sent by Tamboro)

5 - TUTORIAL SCREEN PART 2

Na última batalha, no ano 52

a.C., foram feitos

9505

prisioneiros. A campanha do
imperador contava com
apenas 4 legiões, com

2400

homens, fora as tropas
auxiliares, com mais de

5500

soldados.

DYNAMIC TEXT
Vix abeant sadipscing et

00:00

C

V

D

X
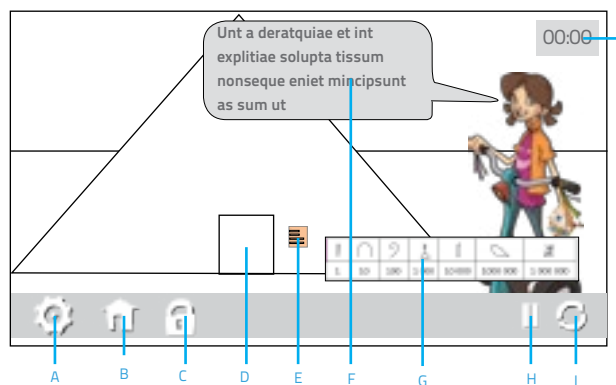
N

L

DYNAMIC TEXT
Lorem ipsus ribusa

VISUAL ELEMENTS

- Shadowbox over SCREEN 10

- Ballons with intructions about
  how to play the game and arrows
  pointing to what it is explaining

- Return to SCREEN 10 button

SOUNDS
  Soundtrack (sent by Tamboro)

6 - TUTORIAL SCREEN PART 3

四

五

八

六

DYNAMIC TEXT
Vix abeant sadipscing et

00:00

五 三 七

六 四 八

九

DYNAMIC TEXT
Lorem ipsus ribusa

VISUAL ELEMENTS

- Shadowbox over SCREEN 12

- Ballons with intructions about
  how to play the game and arrows
  pointing to what it is explaining

- Return to SCREEN 12 button

SOUNDS
  Soundtrack (sent by Tamboro)

7 - GAME - **LEVEL 1**

Unt a deratquiae et int
explitiae solupta tissum
nonseque eniet mincipsunt
as sum ut

00:00

A   B   C   D   E   F   G   H   I   J

SOUNDS

Soundtrack
Narration of sîlvia's text

VISUAL ELEMENTS

- Desert themed background
- Pyramid with entrance
A - Settings Button
B - Home Button
C - Level Button
D - Closed Door
E - Small papyrus on the wall,
  close to the door (+ **ANIMATION**
  of the papyrus becoming
  highlighted)
F - Baloon with text about the
  egyptian numeric simbols
  and asking the player to help
  complete the text in the papyrus
G - Table relating the epgtian
  numeric simbols with numbers
H - Pause button
I - Retry level button
J - Regressive time counter
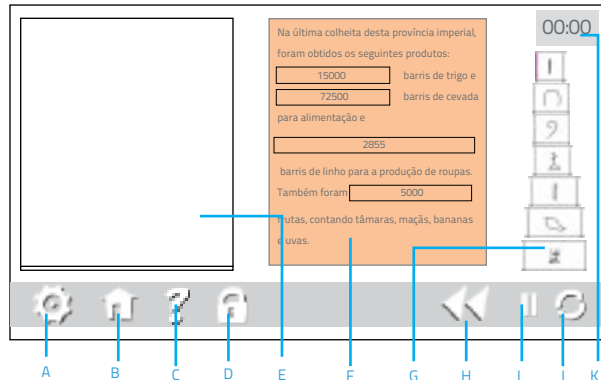
TEXT

Dynamic text Explaining the level

ACTIONS

- In the first screen of all levels, Sîlvia comes into
the scene (animation), asks the player for help to
open the door of a monument and explains the
numeric sistem of a different civilization

- When the player passes the mouse over the
papyrus (in level 1), the column (in level 2) or
the magic board (in level 3) they glow, becoming
highlighted while the mouse is over them.

- When the player clicks on these objects he is
sent to the next part of the level the object is in.

- In levels 1 and 2 the texts have boxes with
numbers. The player must drag numeric simbols
from the level's inventory to replace the numbers
with simbols that correctly represent them in
order to open the monument's door

- In level 3 the player must use the chinese
simbols on the inventory to complete (before the
time ends) a "MAGIC BOARD" (where the sum
of the thre numbers in each line of the board,
horizontally, vertically and diagonally is equal do
15) in order to open the temple's door

- If the player makes a mistake while completing
the text in SCREEN 8 the simbol he dragged wrongly
returns to the inventory and he is sent to SCREEN 14
(the time counter does not stop)

- If the player makes a mistake while completing the
text in SCREEN 10 the simbol he dragged wrongly
returns to the inventory and he is sent to SCREEN 15
(the time counter does not stop)

- If the player makes a mistake while completing the
Magic board in SCREEN 12 the simbol he dragged
wrongly returns to the inventory and he is sent to
SCREEN 16 (the time counter does not stop)

- If the time of the level ends before the player has
completed a text or the magic board, he is sent to
SCREEN 17, and will have to restart the level he was in

- If the player completes a text before the time of the
level ends, The animation of the level's door opening
happens and then the player is sent to SCREEN 18

- If the player completes the magic board before the
time of the level ends, the door of the chinese temple
opens and the player is sent to SCREEN 19
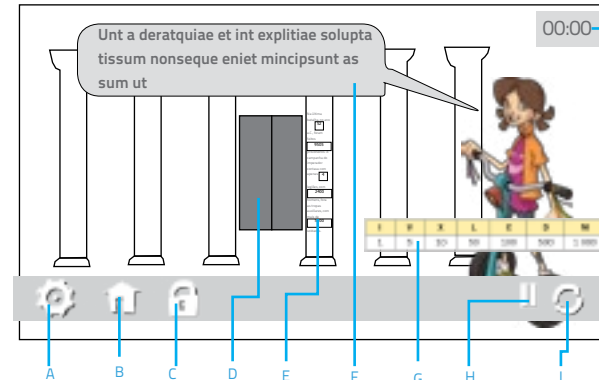
SCREEN DETAILS

8 - GAME - **LEVEL 1 PART 2**

Na última colheita desta província imperial, foram obtidos os seguintes produtos:

15000 | barris de trigo e
72500 | barris de cevada

para alimentação e

2855

barris de linho para a produção de roupas.

Também foram 5000

frutas, contando tâmaras, maçãs, bananas e uvas.

00:00

VISUAL ELEMENTS

A - Settings Button

B - Home Button

C - Tutorial Button

D - Levels button

E - Pyramid's stone door (+**ANIMATION** of the door opening up)

F - Enlarged papyrus at the middle of the screen with boxes filled with numbers that the player will have to replace with Egyptian numeric simbols

G - Inventory with egyptian numeric simbols for the player to drag into the text

H - Return to SCREEN 7 button

I - Pause button

J - Retry level button

K - Regressive time counter

SOUNDS

9 - GAME - **LEVEL 2 PART 1**

Unt a deratquiae et int explitiae solupta tissum nonseque eniet mincipsunt as sum ut

00:00

VISUAL ELEMENTS

- Roman temple background

- Temple's entrance

A - Settings Button

B - Home Button

C - Level Button

D - Closed Door

E - Column with text close to the door (+ **ANIMATION** of the column becoming highlighted)

F - Baloon with text about the Roman numeric simbols and asking the player to help complete de text in the column

G - Table relating the Roman numeric simbols with numbers

H - Pause button
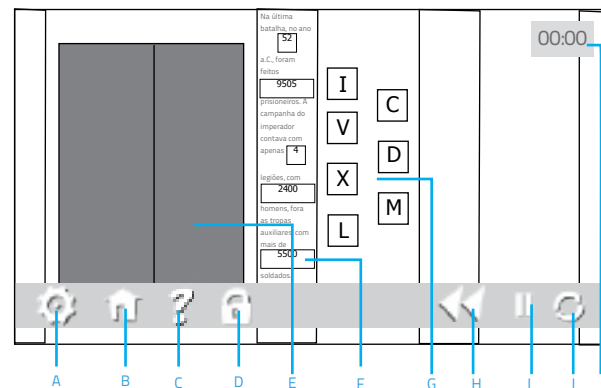
I - Retry level button

J - Regressive time counter

SOUNDS

Soundtrack
Narration of sílvia's text

TEXT

Dynamic text Explaining the level

10 - GAME - **LEVEL 2 PART 2**

Na última batalha, no ano 52 a.C., foram feitos 9505 prisioneiros. A campanha do imperador contava com apenas 4 legiões, com 2400 homens, fora as tropas auxiliares com mais de 5500 soldados.
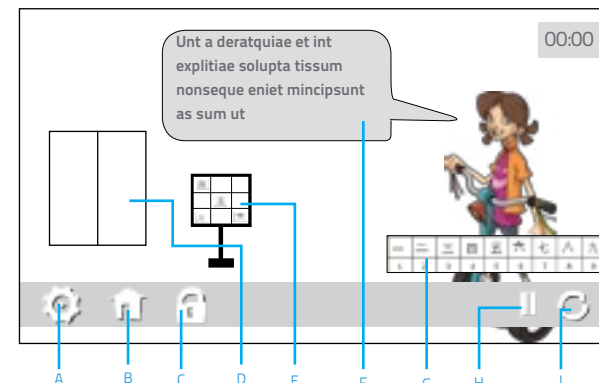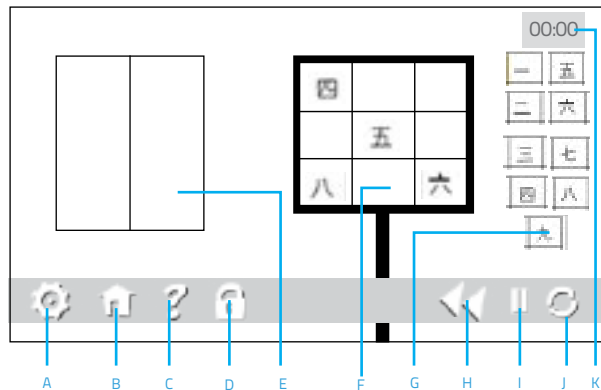
I
V
X
L

C
D
M

00:00

VISUAL ELEMENTS

A - Settings Button

B - Home Button

C - Tutorial Button

D - Levels button

E - RomanTemple's door (+**ANIMATION** of the door opening)

F - Enlarged Roman Column at the middle of the screen with boxes filled with numbers that the player must replace with Roman numeric simbols

G - Inventory with Roman numeric simbols for the player to drag into the text

H - Return to SCREEN 7 button

I - Pause button

J - Retry level button

K - Regressive time counter

SOUNDS

11 - GAME - **LEVEL 3**

Unt a deratquiae et int explitiae solupta tissum nonseque eniet mincipsunt as sum ut

00:00

VISUAL ELEMENTS

- Chinese temple background

- Chinese Temple's entrance

A - Settings Button

B - Home Button

C - Level Button

D - Closed Door

E - "Magic Board" with text close to the door (+ **ANIMATION** of the board becoming highlighted)

F - Baloon with text about the chinese numeric simbols and the magic board and asking the player to help complete the board

G - Table relating the chinese numeric simbols with numbers

H - Pause button

I - Retry level button

J - Regressive time counter

SOUNDS

Soundtrack
Narration of sílvia's text

TEXT

Dynamic text Explaining the level

SCREEN DETAILS

12 - GAME - **LEVEL 3 PART 2**

00:00

VISUAL ELEMENTS

A - Settings Button

B - Home Button

C - Tutorial Button

D - Levels button

E - Chinese Temple's door
   (+**ANIMATION** of the door opening)

F - Enlarged "MAGIC BOARD" at the middle of the screen for the player to complete with Chinese numeric simbols

G - Inventory with Chines numeric simbols for the player to drag into the text

H - Return to SCREEN 7 button

I - Pause button

J - Retry level button

K - Regressive time counter

A B C D E F G H I J K

SOUNDS

13 - PAUSE SCREEN

PAUSA

▶

VISUAL ELEMENTS

- Shadowbox above the game screen
- Box with the challenge text*
- Play button

TEXT
* it'll be dynamic.

SOUNDS

- Selection sound

14 - NEGATIVE FEEDBACK - ERROR IN LEVEL 1

00:00

Ga. Millectur, vendi omniassent aborerovit rectiones ipsam laborrum ipisque re nonseque cum lab incte non rehendeles idem restiunt.

Igenisque labo. Tessitiore sunt qui aut exerum harum quas eatem. Nem eos eossime imus, quiduci enienihil

▶

VISUAL ELEMENTS
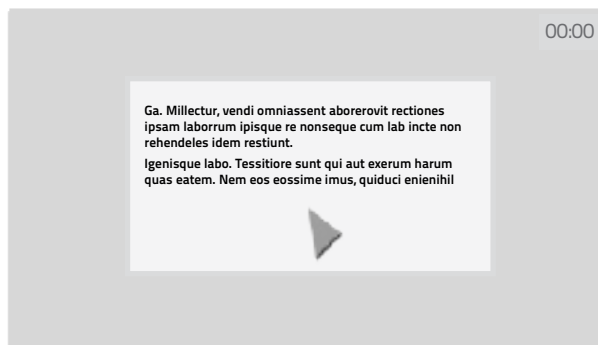
- Shadowbox over SCREEN 8
- Pop-up
- Text explaining the mistake
- Continue level button

- Regressive time counter
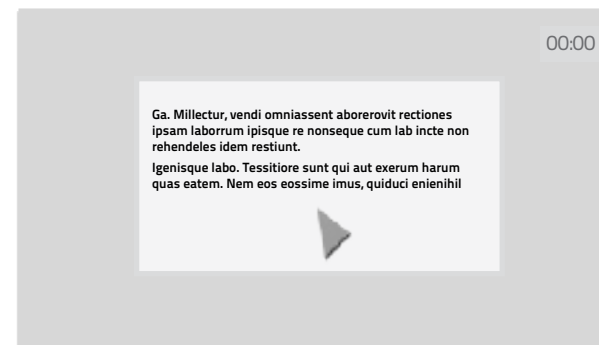
ACTIONS
- pop-up with card

TEXT - Lembre-se que o sistema numérico egípcio é baseado em agrupamentos. Para escrever os diferentes números, você pode usar até nove símbolos de cada valor.

SOUNDS

- Voiceover of the negative feedback

15 - NEGATIVE FEEDBACK - ERROR IN LEVEL 2

00:00

Ga. Millectur, vendi omniassent aborerovit rectiones ipsam laborrum ipisque re nonseque cum lab incte non rehendeles idem restiunt.

Igenisque labo. Tessitiore sunt qui aut exerum harum quas eatem. Nem eos eossime imus, quiduci enienihil

▶

VISUAL ELEMENTS

- Shadowbox over game SCREEN 10
- Pop-up with text explaining the error
- Continue level button
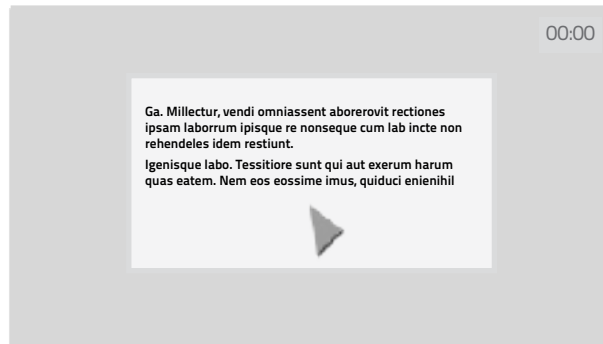
- Regressive time counter

ACTIONS
- pop-up with card

TEXT - Lembre-se: repetindo cada símbolo duas ou três vezes (nunca mais que três), o número fica duas ou três vezes maior. Os símbolos V, L e D nunca se repetem. Os algarismos de menor valor colocados à esquerda eram subtraídos do algarismo de maior valor.

SOUNDS

- Voiceover of the negative feedback

16 - NEGATIVE FEEDBACK - ERROR IN LEVEL 3

00:00

Ga. Millectur, vendi omniassent aborerovit rectiones ipsam laborrum ipisque re nonseque cum lab incte non rehendeles idem restiunt.

Igenisque labo. Tessitiore sunt qui aut exerum harum quas eatem. Nem eos eossime imus, quiduci enienihil

VISUAL ELEMENTS

- Shadowbox over GAME screen 12
- Pop-up with text explaining the error
- Continue level button

- Regressive time counter

ACTIONS
- pop-up with card

TEXT - Lembre-se que o resultado da soma de todos os números é sempre 15, tanto na vertical, na horizontal ou na diagonal.

SOUNDS

- **Voiceover of the negative feedback**

17 - NEGATIVE FEEDBACK - TIME IS OVER

NÃO FOI DESTA VEZ...
TENTE DE NOVO.
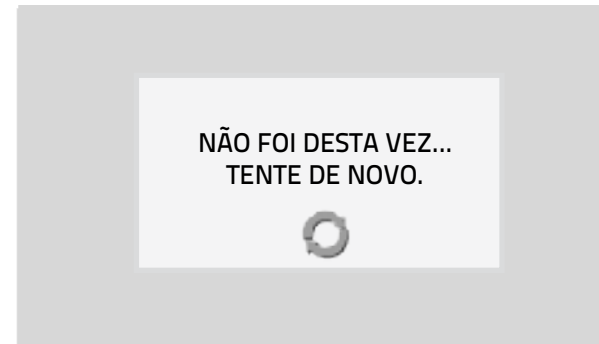
VISUAL ELEMENTS

- Shadowbox over the game screen
- Pop-up over the game screen
- Time is over card
- Retry level button

ACTIONS
- pop-up with card

TEXT - dynamic text

SOUNDS

- **Voiceover of the negative feedback**

18 - INTERMEDIATE POSITIVE FEEDBACK SCREEN
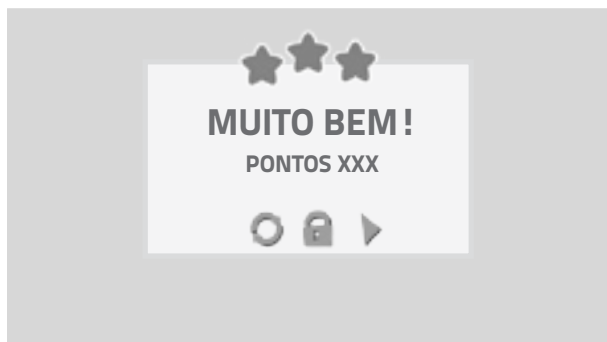
MUITO BEM !

PONTOS XXX

VISUAL ELEMENTS

- World map background
- Performance feedback (stars)
- Settings button
- Home return button
- Forward button to next level
- Levels button

TEXT

- Dynamic text with vitory message: "Muito bem !"

SOUNDS

- **Voiceover of the positive feedback**
- **Applause sound**

19 - FINAL POSITIVE FEEDBACK SCREEN + TEXT ABOUT THE LESSON

MUITO BEM !

Dynamic text about the lesson
volum expel isto nis dolupta
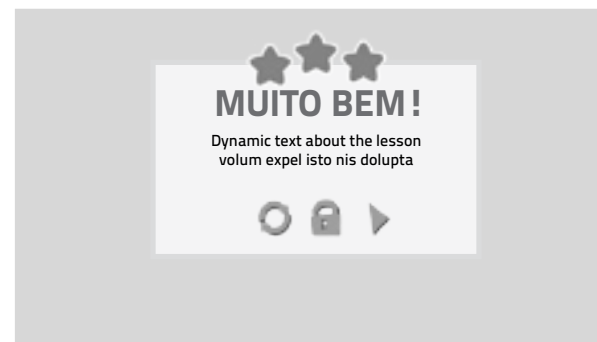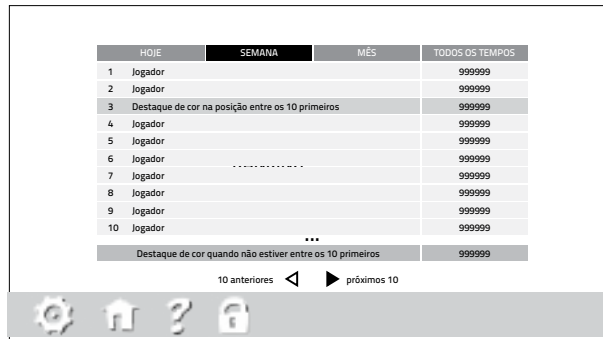
VISUAL ELEMENTS

- Performance feedback (stars)
- Reset button
- Levels button
- Forward button to next level
- World map background

TEXT

- Dynamic text with vitory message: "Muito bem !"
- Dynamic text with lesson

SOUNDS

- **voiceover of the positive feedback**
- **Applause sound**

SCREEN DETAILS

20 - RANKING SCREEN

	HOJE	SEMANA	MÊS	TODOS OS TEMPOS
1	Jogador			999999
2	Jogador			999999
3	Destaque de cor na posição entre os 10 primeiros			999999
4	Jogador			999999
5	Jogador			999999
6	Jogador			999999
7	Jogador			999999
8	Jogador			999999
9	Jogador			999999
10	Jogador			999999
	...			
	Destaque de cor quando não estiver entre os 10 primeiros			999999

10 anteriores ◁ ▶ próximos 10

VISUAL ELEMENTS

- Table with the 10 higher punctuation players and if the player's punctuation is under that he'll appear below that

- Configuration button

- Home return button

- Arrows to more player's performances

- Highlight on player position if among 10 first

- Dettached position if the player is outside 10 first

SOUNDS
- Selection sound when clicks on the arrows to

TEXT
- Ranking menu text: uppercase

21 - Settings SCREEN
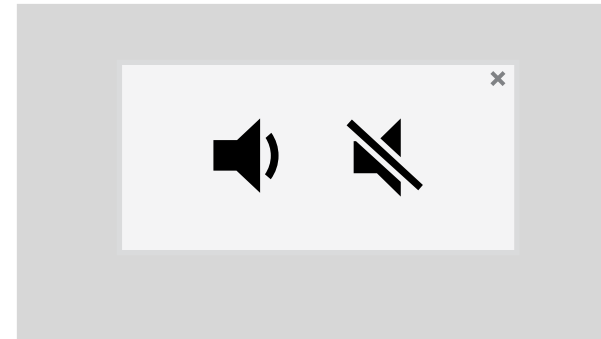
VISUAL ELEMENTS

- Shadowbox above the game screen

- pop-up with buttons to turn on/off the sounds

SOUNDS
- Selection sound when activate sound

22 - QUIT SCREEN

QUER MESMO
SAIR DO JOGO?

SIM   NÃO
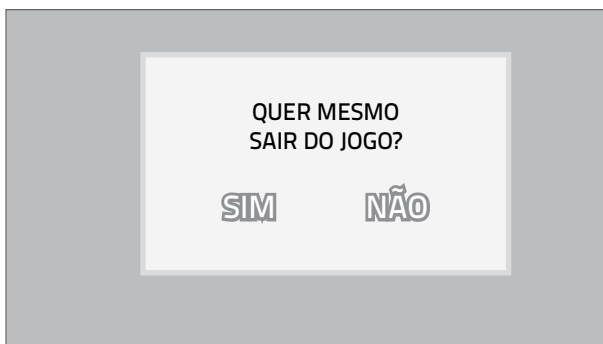
VISUAL ELEMENTS

- Shadowbox above the game screen
- pop-up to confirm the exit

SOUNDS
- Selection sound when click YES or NO

PLATFORM IDENTIFIERS (with the definitions of the manual attached to this document)
23 - ROULETTE SLOT with game name and background of the opening screen
24 - ALBUM FIGURE with game name and background of the opening screen

PLEASE USE ALL GAME TEXTS IN PORTUGUESE

CONTENT DEFINITION

LEVEL 1

|	∩	໑	⌇	|	◺	⚱
1	10	100	1 000	10 000	1000 000	1 000 000

15000	
72500	
2855	
5000	

Location - Ancient Egypt

Secret code (scribe's note registering how the was harvest in one of the provinces of ancient Egypt) : Na última colheita desta província imperial, foram obtidos os seguintes produtos: 15000 barris de trigo e 72500 barris de cevada para alimentação e 2855 barris de linho para a produção de roupas. Também foram 5000 frutas, contando tâmaras, maças, bananas e uvas.

Negative Feedback

Lembre-se que o sistema numérico egípcio é baseado em agrupamentos. Para escrever os diferentes números, você pode usar até nove símbolos de cada valor.

LEVEL 2

I	V	X	L	C	D	M
1	5	10	50	100	500	1 000

52	LII
9505	MMMMMMMMMDV
4	IV
2400	MMCD
5500	MMMMMD

Location - Ancient Rome

Secret code (Results of a battle for territory of one of the great Roman emperors Written at a Roman column) : Na última batalha, no ano 52 a.C., foram feitos 9505 prisioneiros. A campanha do imperador contava com apenas 4 legiões, com 24 mil homens, fora as tropas auxiliares, com mais de 55 mil soldados.

Negative feedback

repetindo cada símbolo duas ou três vezes (nunca mais que três), o número fica duas ou três vezes maior. Os símbolos V, L e D nunca se repetem. Os algarismos de menor valor colocados à esquerda eram subtraídos do algarismo de maior valor.

CONTENT DEFINITION

LEVEL 3

一	二	三	四	五	六	七	八	九
1	2	3	4	5	6	7	8	9

四		
	五	
八		六

Answer

4	9	2
3	5	7
8	1	6

Location - Ancient Egypt

Sílvia's text, expaining the level

Segundo uma lenda chinesa, o quadrado mágico foi descoberto pelo Imperador Lo. Nele o resultado da soma de três dos números é sempre 15, tanto na vertical, na horizontal ou na diagonal

Negative feedback

Lembre-se que o resultado da soma de todos os números é sempre 15, tanto na .vertical, na horizontal ou na diagonal