CLAN Test - Apptitude

Game Design Concept.

Working title - Apptitude

This is a placeholder App title for the CLAN test app.

Concept statement

The reason for this app stems from an interest in the human brain and cognition in general. This app is intended to test the user's ability to multitask. The CLAN test was originally developed to test a pilot's ability to multitask. CLAN stands for Colours, Letters and Numbers. The application consists of three mini games running concurrently.

Genre(s)

Puzzle / Multitasking / Micro-Management / Brain Training / Education.

It's hard to identify the exact genre for this app as it fits loosely into a few categories. I was unable to find another game or app like this during my research, aside from an app on the iOS store for Apple devices. The CBAT app targets multiple different areas of multitasking ability and can be found here:

https://itunes.apple.com/gb/app/cbat/id1295254227?mt=8

Target audience

Aside from being a replica of a legitimate aptitude test for entering the RAF, and being targeted at that demographic, anyone can play this app. It's suited to people aged +10yrs since some of the arithmetic can be a little difficult. The app is also directed at training your brain to keep track of multiple tasks concurrently and increasing your ability to quickly switch between tasks. People interested in developing mental alertness or looking for something to challenge themselves on

a daily basis, for a few minutes a day, will hopefully find this interesting.

Unique Selling Points

While this game is not targeting sales in any capacity, what makes it unique is the fact that there are no games out there which specifically target this test. As mentioned previously the intention is to replicate a specific aptitude test which interests me and is not readily available according to my research. During my research it became clear that it may be suitable for mobile device, however the only references I found were PC based applications, with keyboard input used rather than touch or mouse clicks.
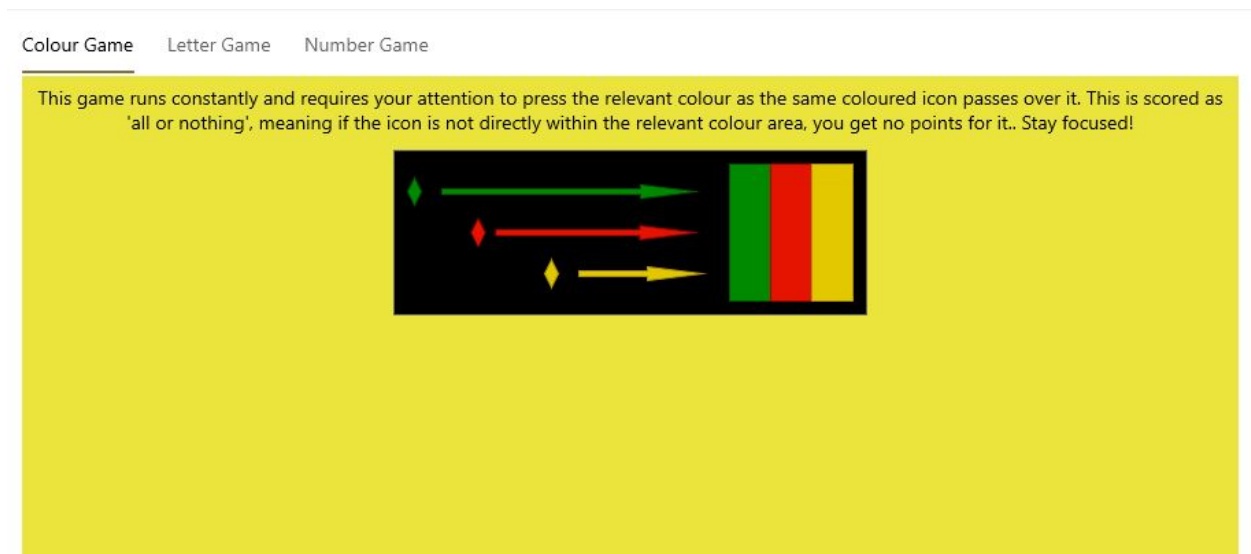
Player Experience and Game POV

The player will be presented with a simple menu which gives information about the CLAN test and explains how to play the game.
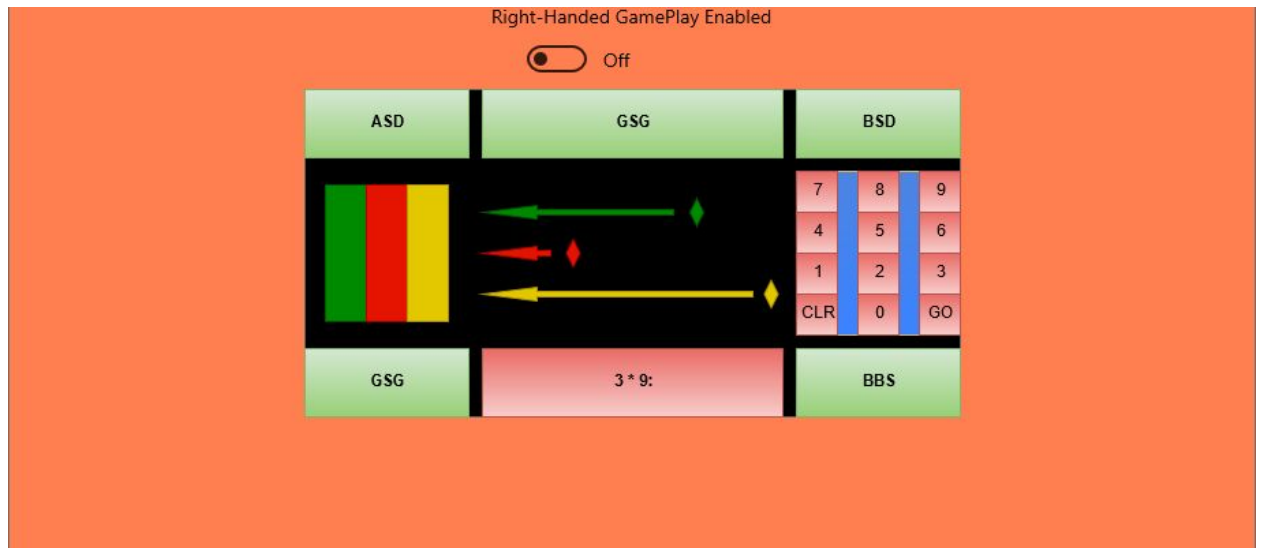
About:
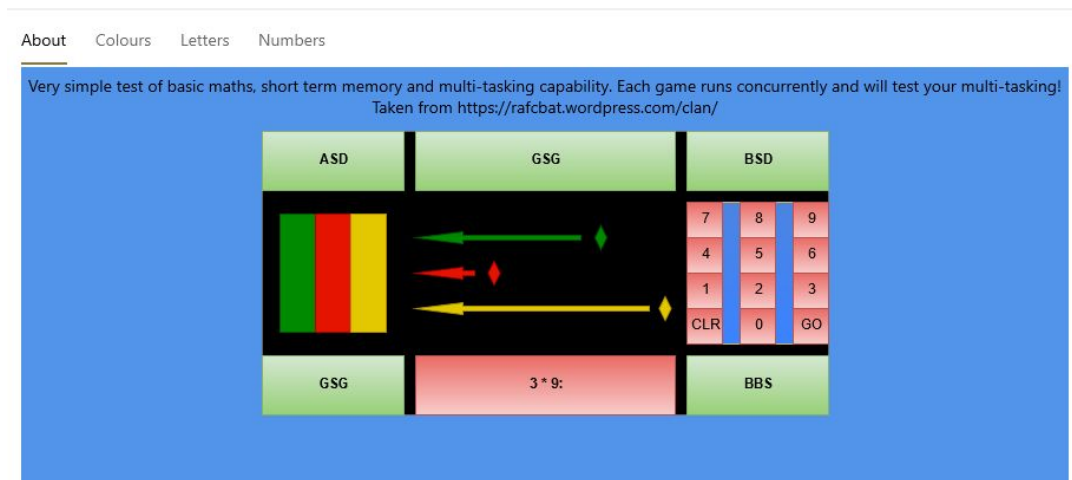
This page explains the game concept, offering a link to a more comprehensive site explaining the CLAN test.

Tutorial:

This page offers an explanation for how to play the game, breaking down the 3 games individually to give an idea for what to expect during gameplay.

Options:

There is an option to set the game to left handed / right handed orientation, the image will reflect the selected orientation and the title will also.Plans to expand this page include allowing the player to set more game settings:

- Length of the letter game words.
- Speed of button movement.
- Difficulty of arithmetic (set range to 1-10, 1-99 ect)
- Set the round time, or choose from a few preset options

Game Stats:

The game will gather and store statistics on games played for review.

The stats are grouped into Games, Scores Totals and Averages.

Playing the game:
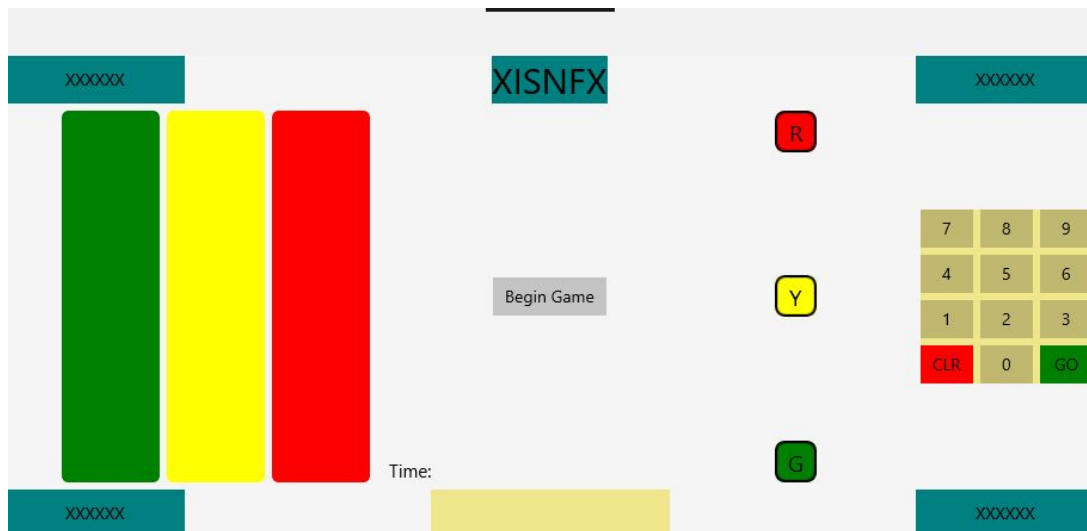
Once the player selects 'Play' they are presented with the game view. Selecting 'Begin' initiates the round which lasts for 60 seconds.

- This initiates the buttons moving across the center screen in the color game section
- Enters the first of the arithmetic sum which the player can solve, pressing 'GO' to enter the answer and prompt the next sum to appear.
- Populates the letter prompt in the top center which disappears after 5 seconds, with the corner buttons displaying the possible answers after 20 seconds and also disappearing after 5 seconds. The whole cycle repeats again.

The game requires constant focus for the duration of the round to keep up with the moving icons, solve as many sums as possible and remember to pick the correct word when you get a prompt.

Visual and Audio Style

Visually the app is based closely on any information I could find about the real CLAN test, for authenticity. Primary colours for the main game experience and slightly less invasive colors to light up the menu areas. There was no information about what kind of sounds might be used in this kind of game, as yet there is no audio style for the game but plans to implement an 80's synth themed soundtrack are in the pipeline along with feedback alerts for round timer reaching zero, correct sum answer entered, correct letter button selected. These will also have a retro 'synthy' theme.

Platform(s), Technology, and Scope

The app is cross platform for Windows and Android currently, with potential for iOS development in the future. It's currently tested on a windows 10 OS, as well as on Android 8.0. This has been an individual undertaking and will still be in development at time of submission for marking but will continue to be developed going forwards. Plans to develop the app for iOS are in the pipeline.

Objectives and Progression

Some progression will be collated in the Game Stats page where the player can review activity. Plans for further development include calculation the total available score from a round and giving the user a percentage mark out of 100, which will accrue and average as games are played. Players can compare experience points and compete for high scores. I am considering making default difficulties, this will require beta testing to evaluate what is 'Easy' versus what is 'Difficult'. Leaving the options to increase or decrease these parameters in game appeals to me more however and this will be the initial arrangement.

Social Interactivity

Planned leaderboard to keep track of friends playing the game, including a friends list. The menu page will evolve to include feedback for the developer.