Sri Lanka Institute of Information Technology

BSc in Information Technology (Specialisation in Interactive Media)

**Games Technology**

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Typo

Revision: 0.1.0

Date: 27/1/2015

GDD Template Written by: Benjamin “HeadClot” Stanley

Special thanks to Alec Markarian

# Overview

## Theme / Setting / Genre

General theme will be a very simple background with very less graphics. Colourful.

## Core Gameplay Mechanics Brief

- Word typing

Players have to type the words that appear on the screen. Missing to type the words will fail the level.

## Targeted platforms

- Android

## Project Scope

- Time scale of 14 Weeks

## Influences (Brief)

### - Typing fast- A similar android game which is developed to increase the typing speed

## The elevator Pitch

## The game is about typing speed and familiarity of the user with the QWERTY key board. Starts in a tutorial level in which very simple 3 letter words appear slowly from the top and player has to type the word using the keyboard provided. When playing through the game, the complexity increases. With the increase of each level, the music becomes more intense. The game is a simple one with no complicated level points.

## Project Description (Brief):

“Typo” is a game that gives a user an opportunity to be more familiar with the ‘qwerty’ key board by word typing mechanism. There are 3 modes such as Classic, Arcade and Relay. In every mode, the game starts with simple 4 letter words floating down from the top of the screen and the player has to start typing the word as soon as the word appears and before it disappears after reaching the bottom of the screen. When player continues playing, the intensity of the game increases with the speed and number of words appearing. When the player reaches higher levels, the complexity of the word also increases with the falling speed. The words falling down are white in colour and when typed each letter turns into a certain colour. The colour of letters differs from level to level. Classic mode ends when the player drops one word balloon, Relay mode ends with the timer and Arcade mode ends when the player fails to type 3 words. Scores are calculated according to the number of words typed and bonus scores.

## Core Gameplay Mechanics (Detailed)

### - Typing

- Typing with the keyboard provided in the game or the user’s own ‘qwerty’ keyboard.

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# Story and Gameplay

## Story (Brief)

No much of a story for the game. It basically gives the player an impression that he is teaching the worm TYPO, who is the only character in the game, to type words.