

Modes

Are the variations of the gameplay that the player can choose. Each of the modes sets specific settings for the game. There are two (2) game modes, the Professional and the Non-Professional. The two (2) modes are both applicable in the two (2) Phases of the game, the Question Runner Phase and the Stepped Application Phase.

Overall, the two modes were constructed based on their specific purposes in the game. The difference between the modes is stated below.

Non-Professional Mode

Question Runner Phase

This model consists of three (3) levels and has 40 total questions that have to be answered. These 40 questions were divided into three (3), level one (1) has ten (10) questions, and levels two (2) and three (3) has 15 questions. Each level is a prerequisite to the next level and as the player proceeds to the next level, the difficulty of the game also increases. The passing rate of this game is 80% of the total number of questions, and in this mode, it is 32 points.

Stepped Application Phase

In this phase, the player will be applying basic driving simulations. The player must complete all the missions by following the instructions/guide, there are seven (7) missions in this phase and each of the missions is a prerequisite to the next mission.

Professional Mode

Question Runner Phase

This model consists of three (3) levels and has 60 total number of questions that have to be answered. These 60 questions were divided into three (3), level one (1) 15 questions, and levels two (2) has 20, and three (3) has 25 questions. Each level is a prerequisite to the next level and as the player proceeds to the next level, the difficulty of the game also increases. The passing rate of this game is 80% of the total number of questions, and in this mode, it is 48 points.

Stepped Application Phase

In this phase, the player will be applying basic driving simulations. The player must complete all the missions by following the instructions/guide, there are seven (7) missions in this phase and each of the missions is a prerequisite to the next mission.

Question Runner Phase

Is the standardized phase of the game consisting of three (3) levels wherein, the player must drive along the road and answer the pop-up questions while avoiding the barricades.

Entities

These are the objects present in the game that is visible to the player.

Vehicle- the main entity of the game. The player can control the vehicle to have interactivity with other entities.

Barricades - are the non-player entities of the game. It is randomly placed on the road and has to be avoided to preserve life counts

Environment- is the setting of the game, this includes the aesthetics, the road, streetlights, trees, and time of the day.

Controls

Are the interactable user interfaces that can be navigated by the player. The life status bar and the progress indicator bar can be located at the top-left part of the screen, the left arrow button can be located at the middle-left, the right arrow is on the middle-right, the pause button in on the top-right, and the power-ups are on the bottom-center part of the screen.

Play Button – begins the game and resumes when paused.

Pause Button- temporarily halts the progression of the game and summons the main menu for more settings of the game.

Main Menu Button- summons the settings, restart, help, and end button.

Restart Button- replays the game from the start.

Settings- summons the settings

Help Button- summons help settings

End Button- ends the game and brings the player to the main menu

Left and Right Arrows Button - are the navigation of the vehicle's direction.

Power-ups Button- are the temporary ability boosters of the game.

Rocket- clears up one lane of the road for the vehicle to drive continuously.

Shield- protects the vehicle from the barricade and lets it through without losing a life count.

Time- is slowing the vehicle's speed to have more time to shift directions.

Indicators

Life Status Bar- is the display of life counts.

Progress Indicator Bar- displays the current level of the player.

Summary- is the display of your scores, the correct answers, and the result of your game.

MECHANICS OF THE GAME

The following are the things to consider in the Question Runner Phase.

1. This phase consists of three (3) levels and each level is a prerequisite to proceed to the next level.
2. In each level, the player is given three (3) lives and one (1) of each power-ups.
3. To complete each level the player must answer the required number of questions while avoiding the barricades to preserve life counts.
4. The player must answer the question within the allotted time.
5. To avoid the barricade/s, the player must use the left and right arrows and lead the vehicle away from it.
6. Along the road, there will be power-ups that will appear randomly and it is not required, but is advised to take for it will aid the player in completing the level.
7. The player must use power-ups to boost his/her ability temporarily.
8. After completing the level, the player will be redirected to the next level automatically.
9. Once the player has cleared all the levels, the player's summary of answers will be displayed. Also, the correct answer to each question will be provided in the summary.
10. The player must reach the average score to pass and proceed in the next phase (Stepped Application).

Stepped Application

Is the last phase of the game that is playable in both the professional and non-professional modes of the game where the player is be given seven (7) missions to be completed.

ENTITIES

Any object in the game that is visible to the player.

Vehicle - the vehicle is the main entity of the game and is controllable by the player.

Pedestrians - are the persons on the game that plays an important role in the player's missions.

Environment - the setting of the game. This includes the aesthetics, The road, trees, buildings, street lights, and other vehicles.

CONTROLS

Are the interactable interfaces that can be navigated by the player.

Play Button - begins the game and resumes when paused.

Pause Button - temporarily halts the progression of the game and summons the main menu for more settings of the game.

Main Menu Button - summons the settings, restart, help, and end button.

Restart Button - replays the game from the start.

Settings - summons the settings

Help Button - summons help settings

End Button - ends the game and brings the player to the main menu

Zoom Button - zooms in and out the screen to give the player a better view of the display

Hide/Show Button - is applicable in the Pre- driving Check-up. Shows and hide the content of the BLOWBAGETS mnemonics

Rotation Button - rotates the display of the screen

Handbrake Button - hand-operated brake used to stop the vehicle temporarily

Brake Button - stops the vehicle temporarily

Accelerate Button - drives forward and backward the vehicle

Drive Button - drives the vehicle forward

Neutral Button - stops the motion of the vehicle

Reverse Button - drives the vehicle backward

Key Button - starts and stops the engine. The vehicle will and will not move when the key button is pressed

Steering Wheel Button - is the navigation of the vehicle's direction

Lights Button - is for safe driving and parking

Indicators

Are meant to be viewed for status/progress update.

Speedometer - indicates the speed of the car.

Green Arrow - indicates the direction that the vehicle needs to take.

Green Rectangle - indicates the next stop of the vehicle.

Parking Indicator - indicates the area of parking.

Loading Bar/Next Mission - tells the player that the mission was a success.

Mechanics of the Game

The following are the things to be considered in the stepped application.

1. There are seven (7) missions on this phase that has to be completed.
2. Each mission is a prerequisite of the next mission.
3. Before proceeding to the missions, the player needs to perform the pre-diving check-up which is 10% of the total score.
4. The player needs to check the BLOWBAGETS: The battery, lights, oil, water, brakes, air, gas, engine, tires, and the self.
5. At the beginning of each mission, the player must buckle up.
6. The player must navigate the controls properly for him/her to clear the missions efficiently.
7. There is one life in every mission.
8. The player must avoid bumping into other parked vehicles and pedestrians to preserve life.
9. After completing the mission, the player is going to be redirected to the next mission automatically.
10. Once the missions are successfully cleared, the player's result will be assessed. The player must reach the passing rate

of 70% for him/her to pass. If the player passes, he/she will be rewarded with a Driver's License (representation only) but if the player fails, he will need to redo the missions.

THE MISSIONS

A. BLOWBAGETS

In BLOWBAGETS, the player needs to check all of the categories, the Battery, Lights, Oils Water, Brakes, Air, Gas, Engine, Tires, and Self which is enlisted beside the vehicle and the man. There will be a zoom and rotation button to give the player a better view of the icons.

B. Parallel Parking.

In parallel parking, the player simply needs to park the car parallel to the road and in line with other parked vehicles.

Steps in Parallel Parking:

1. Position your car.
2. Check your mirrors.
3. Start backing up.
4. Straighten the steering wheel.
5. Begin turning your steering wheel to the left.
6. Adjust your position.

C. Perpendicular Parking.

In perpendicular parking, the player will park the car side by side, perpendicular to a wall, curb, or something else.

Steps in Perpendicular Parking:

1. Align your tail lamp with the front right corner of the parked car's bumper.
2. Turn the steering wheel full lock towards the direction you are parking.
3. Shift into reverse and ease into the parking slot.

D. Entering Angle Parking Space (Angle Parking.)

In this mission, the player needs to park the vehicles aligned at an angle.

Steps in Entering Angle Parking Space:

1. Check for traffic in the inside rear-view mirror signal to move right,
position your vehicle at least 6 feet from the rear of the parked vehicles just before you enter the parking space.

2. Begin to turn right when the front window post of your vehicle is inline

with the left rear of your car on your right.

3. Turn the steering wheel slowly to the left to clear cars A and B.

touch the curve gently with your right front tire.

E. Three-Point Turn

The player will do a U-turn in a relatively narrow street with three maneuvers.

Steps in Entering Angle Parking Space:

1. Start with the initial position and move closer to the curve as the road is too narrow for the car to move. Turn the steering wheel to the left and drive as far as possible.

2. Turn the steering wheel to the right and move in reverse as far as possible.

3. Turn the steering wheel to the left again and finish the maneuver.

F. Tailgating.

In tailgating, the player will need to drive the car not too close to other vehicles to avoid failgating.

To avoid “fail” gating zone, ease up and follow the three-second rule:

1. Pick a landmark.

2. Wait until the back of the car in front of you passes it.

3. Then count. Starting from “1 thousand-one, 1 thousand-two, 1 thousand-three”. If you pass the landmark in less than 3 seconds, you are “fail” gating.

G. Right-of-way for pedestrians

The player is required to drive within a crosswalk and must give the pedestrians the right of way.

H. Following Traffic Signal Rules

In this mission, the player needs to follow the traffic signal rules, in which, he/she must slow down when the yellow/amber signal appears on the lights, and stop gradually when it is red, only when the signal lights are in green, he/she can continue driving.

RED SIGNAL

It means you must bring your vehicle to a stop at a marked line. You may proceed unless you are instructed to do so by an authorized Traffic Officer.

YELLOW / AMBER SIGNAL

This indicates that the red signal is about to appear. Prepare to stop.

GREEN SIGNAL

It means you can proceed, provided you yield to the pedestrian and other road users lawfully using the intersection.