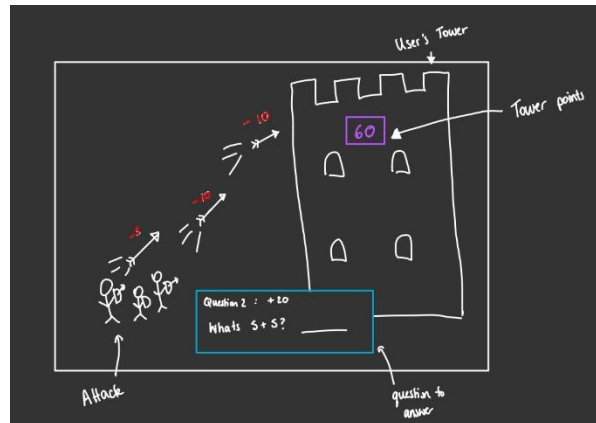


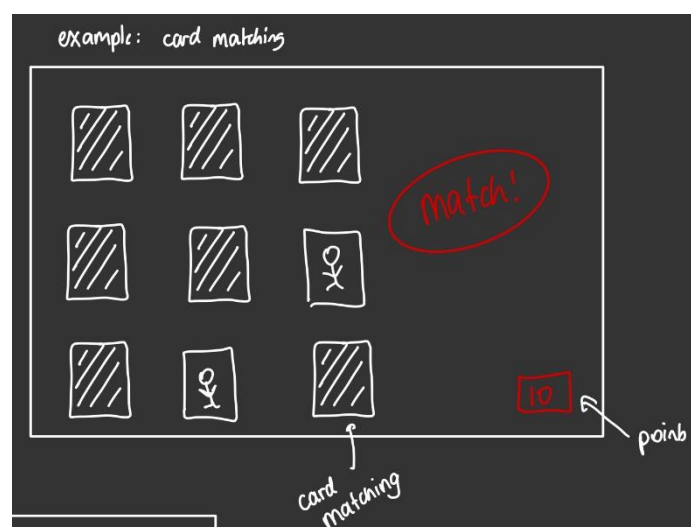
Initial Ideas

Idea 1 - Tower Defence Game



- Objective: Tower is being attacked; user must answer questions to maintain their defence and protect their tower
- Pros:
 - Easy to implement within Unity with an educational element, ideal for our target audience.
 - Potential to create multiplayer option
 - Fun and engaging with the opportunity to have a variety of question types
- Cons:
 - Potential to become repetitive with not much room for level progression.
 - High pressure if user gets incorrect answers, potential to become stressful for the user

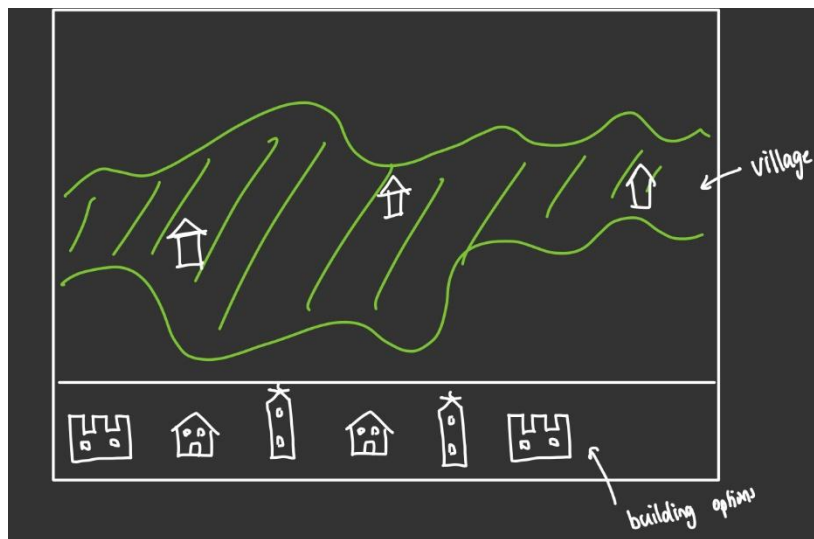
Idea 2 - Puzzle based game



- Objective: Puzzle based game, such as flipping cards to match card. Option to add an educational element such as fun facts depending on the card.

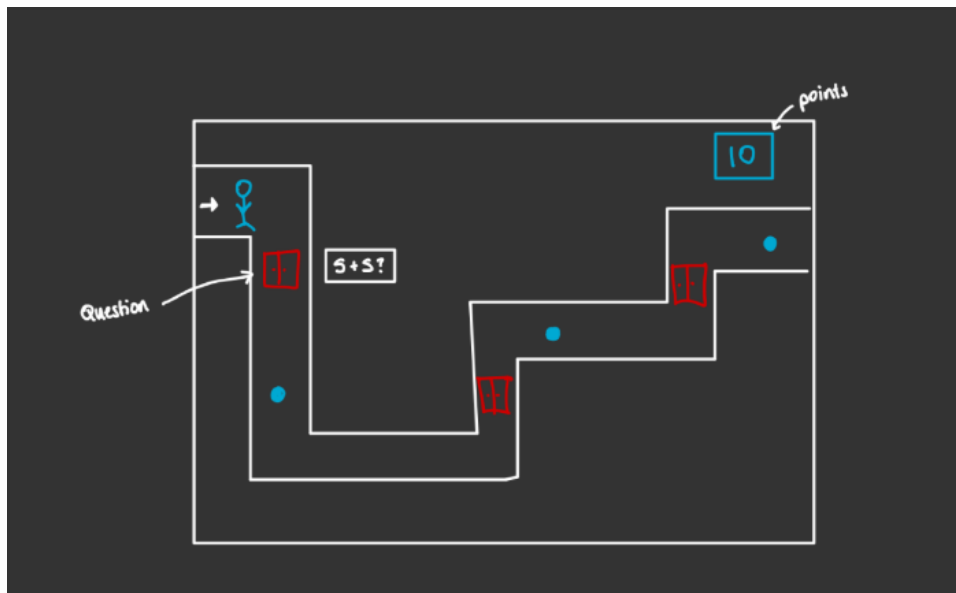
- Pros:
 - Flexible for however we want to implement
 - Ability to replay multiple times
- Cons:
 - Difficult to maintain user's interest, no competitive element
 - Potential to become too difficult for users to complete
 - Can become boring with
 - Only one objective

Idea 3 - Creative Building Game



- Objective: User to build their own version of a decided theme, such as creating and designing their own village
- Pros:
 - Creative freedom for the user
 - Many features can be added to scale up the game or scale down
 - Ability to replay multiple times without becoming boring
 - Flexible for us to implement
- Cons:
 - Difficult to implement as well as time consuming, can become a large and complex project
 - No clear objective for the user
 - No educational feature

Idea 4 – Maze game



- Objective: User explores a maze, coming across collectable items and doors where they must answer a question to progress
- Pros:
 - Educational element
 - Easy to implement levels
 - Variety of options for questions
 - Easy to keep user engaged with multiple objectives and levels, ideal for the target audience
- Cons
 - Predictable game outcome

Our decision:

- Tower defence was a good option. However, as a team, we decided the multiplayer option was out of scope.
- We decided on a maze game as it has more opportunities for level progression, less likely to be repetitive. It is ideal for our target audience. There is also an opportunity to add a learning element to further tailor out game towards the target audience.
- While there is software development and games development experience within the team, experience with Unity is a weakness point. We decided to go with an option that is easier to implement to match with the skill set of the team