

# Astro Escape

## Introduction

This game is mainly designed for children aged 10-14 years and its purpose is to gain knowledge while relaxing

## Specific user story

### Core gameplay

#### 1. Role control

As a developer, I wanted the player to be able to control the astronaut to move freely through the maze in order to explore different paths and find the right direction to reach the final destination.

#### 2. Problem challenge

As a developer, I want players to be able to answer a math or computer-related question when they encounter a door or a hidden item in order to move on and learn something new in the game.

#### 3. Multiple problem types

As a developer, I would include different types of questions (math, computer literacy, science, etc.) in the gameplay to improve the player's knowledge in different areas.

#### 4. Answer selection

As a developer, I set up my questions in a form that is easy to answer, so that they can be answered quickly and at the pace of the game.

## 5. Level progress

As an open developer, I wanted to have multiple levels, each with a different difficulty and theme, so that players could gradually improve their knowledge and gain a sense of accomplishment.

## 6. Game Objectives

As a developer, I want the ultimate goal of the game to be to get to the finish line safely while gathering as much knowledge as possible so that players can be challenged and rewarded throughout the game.

# **Reward and feedback**

## 1. Integrating system

As a developer, I would want players to increase my motivation and enthusiasm for the game by answering questions and completing the game faster in order to earn higher points or stars.

## 2. Immediate Feedback

As a developer, I give players the right answer and explanation when they get it wrong, so they can learn from their mistakes.

## **Difficulty and challenge**

### **1. Time Limit**

As a developer, I put time limits on the levels to make the game more challenging and intense.

### **2. Maze complexity**

As developers, we increase the complexity of the maze as the level increases, so that we can constantly face new challenges without boring the player.

### **3. Error punishment**

As a developer, if a player consistently answers the wrong questions, I give them some kind of punishment (less time, slower movement speed) to motivate me to think hard.