

Developed By:

Team 10

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**1. Introduction**

**Overview of the Game**

Sands of Pursuit is an innovative language learning game that seamlessly blends the enchanting elements of Arabic heritage with futuristic adventures. Players, including a diverse group of characters and a playful camel, embark on a journey through time. They collect alphabet collectibles, solve puzzles, and progress through heritage and future-themed challenges, fostering an immersive language learning experience.

**High-level Concept**

The game appeals to a diverse audience of children and language learners by offering a unique and enjoyable learning experience, emphasizing positive aspects of Arabic culture.

**Target Audience**

Children and language learners of all ages interested in Arabic language and culture.

**2. Game Concept**

**Core Gameplay Mechanics**

Players guide a diverse group of characters through levels, each with unique abilities. They navigate the game world, collecting alphabet collectibles, solving puzzles, and progressing through heritage and future-themed challenges. The game offers a gamified language learning experience, where education is seamlessly integrated into the adventure.

**Unique Selling Points**

- Seamless transition between heritage and futuristic themes.

- Varied challenges and engaging puzzles.

- Integration of language learning with captivating gameplay.

- Diverse characters with unique abilities.

**Extended Gameplay Features**

- Diverse Characters:

- Arabic Boy Kid: Fast and agile, excelling in certain challenges.

- Arabic Girl Kid: Intelligent and resourceful, providing valuable insights.

- Custom character: Select your own set of abilities!

- Camel as the Vehicle: Helping in specific challenges.

- Horse as the Vehicle: Faster but has low endurance.

- Tasks:

- Completing special tasks unlocks rewards that can be claimed in future.

- Character Development:

- As players progress and engage in positive actions, they witness changes in their characters' personalities.

- The game aims to instill caring and empathetic values, encouraging players to make a positive impact in real-life scenarios.

**3. Story and Setting**

**Game World Overview**

Sands of Pursuit unfolds in a mesmerizing world that highlights the beauty and accomplishments of Arabic history without dwelling on wars or battles. The game world is a canvas of innovation, artistic expression, and cultural richness.

**Backstory or Lore**

Discover a narrative that emphasizes the positive achievements of Arabic culture throughout different eras. From the golden age of science and philosophy to the flourishing arts and architecture, players will witness the contributions that have shaped the world positively.

**Main Characters and their Backgrounds**

Meet a diverse group of characters, each representing a facet of Arabic culture. The Arabic boy, girl, and young-aged individuals embark on a journey to celebrate the positive aspects of their heritage. The camel serves as a symbol of resilience, echoing the endurance and adaptability of Arabic culture.

With this approach, the game aims to inspire players with the richness of Arabic history, promoting values of peace, innovation, and cultural appreciation.

**4. Gameplay**

**Detailed Gameplay Mechanics**

Players collect alphabet collectibles, solve puzzles, and navigate through heritage and future-themed challenges.

**Controls**

Intuitive controls designed for a seamless gaming experience.

**Objectives and Goals**

Achieve language learning milestones by completing levels and challenges.

**Progression System**

Unlock new levels and content as players master language concepts.

**5. Level Design**

**Overview of Game Levels**

From heritage-rich landscapes to futuristic cityscapes, each level offers unique challenges.

**Level Maps or Diagrams**

Visual representations of level layouts, indicating puzzle and enemy placements.

**Puzzle or Enemy Placement**

Strategically place challenges to engage players and enhance the learning experience.

**6. Art and Visuals**

**Art Style**

Blend traditional Arabic art with futuristic aesthetics for a visually appealing experience.

**Concept Art**

Visualize the game's aesthetics through concept art, showcasing character and environment designs.

**Character and Environment Designs**

Detail the artistic elements that contribute to the game's visual identity.

**7. Audio and Music**

**Sound Effects**

Immerse players in the game world with carefully crafted sound effects.

**Music Tracks**

Curate a soundtrack that complements the cultural and futuristic aspects of the game.

**Voice Acting**

Enhance storytelling with voice acting for characters and narrative elements.

**8. User Interface (UI)**

**Main Menu**

Design an inviting and user-friendly main menu that sets the tone for the game.

**HUD Elements**

Create clear and concise HUD elements for easy player navigation.

Hearts: amount of mistakes you can make (We should make it forgiving).

Abilities with their cooldowns and icons representing what they do.

A cursor to interact with the environment.

**Inventory System**

Develop an intuitive inventory system for tracking language learning progress.

**9. Technical Details**

Platforms:

Since the game is aimed at kids and language learners, targeting more casual platforms like iOS and Android makes more sense.

Game Engine:

Unity.

Softwares:

(SFX, MUSIC)

Audacity.

MuseScore4.

FL Studio 20

(Programming)

Visual Studio 2022 Community Edition

10. Development Team:

List of Team Members:

Aamir Zuhail Basheer

Adhil Shafeer

Ahmed Ibrahim

Aneesa Mohammed Ashraf

Farsana Fayas

Haile Maryam

Emran Bin Jamaan

Roles and Responsibilities:

Aamir Zuhail Basheer: Project Lead, Game Design.

Adhil Shafeer: SFX.

Ahmed Ibrahim: Programming.

Aneesa Mohammed Ashraf: Game Idea

Emran Bin Jamaan: Game Design, Programming, Composition (music).

11. Project Timeline:

Development Phases:

* Develop an MVP (minimum viable product)
* Perfect the fun factor in the game (tight controls, engaging game-loop, etc.)
* Create a rough draft of the game’s story and dialogue
* Mix and match the game’s visuals.
* Polish the game.
* Release.

Milestones and Deadlines:

TO BE SPECIFIED.

12. Version History:

Version 1.0 - February 26, 2024:

- Initial creation of the GDD.

- Defined game concept.

Future Versions:

- Record subsequent updates, changes, and additions made to the GDD during the development process.

14. Conclusion:

In conclusion, Sands of Pursuit is not just a game but a transformative experience that combines language learning with the celebration of Arabic heritage. With engaging gameplay mechanics, a captivating storyline, and positive real-life impact tasks, the game aims to create a unique space for players to learn and appreciate the beauty of the Arabic language and culture.

15. Acknowledgments:

We would like to express our gratitude to the entire development team for their dedication and creativity in bringing Sands of Pursuit to life. Special thanks to [Team Leader/Project Manager] for leading the team with vision and passion.

16. Appendices:

[N/A] (for now).