



MAGIMATICIAN

An Educational Dungeon Crawler

[Insert group name here.]

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You are a Magimatician, entering the fabled dungeon, the Graphyard, to find and solve The Equation.

A turn-based, grid-based dungeon-crawler where you fight and defeat monsters by solving equations. Start out simple by solving addition equations, and eventually fighting powerful monsters with the power of PEMDAS! Shop and upgrade your abilities by interacting with two shopkeepers, Izac Nooten and William Libnez, who are constantly at each other's necks.

- Made to be run on a computer for schools to run
- A single-player, goofy dungeon crawler for 5th graders to 7th graders
- Rated E

OBJECTIVES

- Ultimate Goal: Reach the end of the dungeon and solve The Equation
- To teach math, from addition to division
- We want players to learn math, but also finding fun in the game. We want this game to include math, not to be a math game
- Teach children the math skills they will need and solidify them without worrying about time limits
- A hopeful positive effect would be that these kids would find math fun
- A possible negative effect is that players under or over the target audience would find the math too hard or too easy
- It's like your traditional dungeon crawler, but with extra quirks of math and puns that anyone will love. There is no rush to defeat levels, giving the player the power to control how fast they solve math

COMPETITION

- Math Blaster: you fly a spaceship, and must shoot the correct ship to solve the equation given to you
- Unlike Math Blaster, Magimatician will be new and fun for players, while Math Blaster is growing old and outdated. There was nothing new in Math Blaster, and Magimatician is meant to challenge the player by increasing the math difficulty in each level. There's no time limit, giving the player the time they need to solve their equation and defeat the monsters in each room