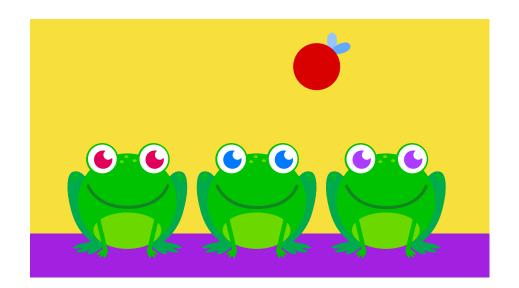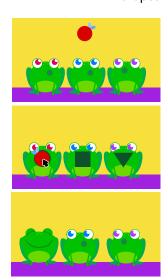Game Concept: Child grabs flying shape bug and drags it to the mouth of a frog that matches the shape. (Mouse on desktop/finger on touchscreens)

Edu Objective: Shape recognition

Animations: 1. Frogs jump into scene. 2. Bug shape flies (wings flap - random track). 3. Frog's eyes follow bug. 4. Frog eats. 5. Frog sways, uncomfortable, rejects bug. 6. Frog sways, happy. 7. Frog burps. Frog does a little jump. 8. Frog jumps out of scene.

Functionality:
A. User clicks play to start.
B. Title page with instructions/play button.
C. Stage appears, frogs jump into place.
D. Shape bug flies into scene - random pattern - frogs' eyes follow it.
E. Frogs open mouths, each mout has a different shape - one mouth shape matches the shape bug.
F. Child drags shape bug into the correct frog's mouth (the mouth shape that mathches the shape bug).
G. IF the user drags the shape bug to the correct frog's mouth, there's a happy "Hooray!" cheer. And the frog does a happy movement, then it settles down and burps.
H. IF the user drags the shape bug to the wrong frpg's mouth, the frog gets a sad look and shakes it head and sticks it's togue out.
I. This continues until the ten to fifteen shapes have been played. We will have some sort of counting down the side - or across the bottom/top.
J. The game ends a there is a success message (Way to go! or You're great! or something that we have already).
K. Frogs jump out of scene, one by oone, and then a "play again" button appears.

Notes: Music and SFX will be provided. As will a game loading page (this may need to be animated too.) Title page will be sent with art. Art will provided as Adobe Illustrator files, final game to be delivered: Html5 compatible, app (IOS/Android)