Basic Controls: Player can jump and move left and right.

Dialog Mode: The character enters into dialog mode when they see an obstacle. They can either select a multiple-choice answer or type the correct response. Keyboard arrows cycle through options, hit enter key to confirm.

Object- Spider has a house and web but it is empty. So, he needs to collect things for it. Puzzle pieces are gained from answering questions and make a picture at the end to go in his web. Different things each level is what he’s trying to get. Answer questions related to the items subject to get the item.

Levels: Different environments into a house: goes into a kitchen, or a dvd player for a cyber world, go out in the yard plants, grass etc. And the environment is the theme of the questions.

Specifics level ideas-

Cyber world:, solve puzzles like connecting wires, simple electrical circuits and learn about simple programming.

Garden: Outside you can learn about different types of spider webs and draw their patterns as a puzzle. Learn about different bugs cycle of growth (caterpillar to butterfly), learn about photo synthesis, there could be a puzzle of directing sun beams inside a plant to make food for it.

The questions in the game will be limited to things that I personally have decent knowledge on. I am not a teacher, the purpose of this game is not what I can generate to have good educational value, so to make things simple I’m sticking to electrical, computer, and basic science as the actual learning topics. I fully intend on making everything changeable by a teacher or someone else, import questions/ puzzles and if possible a level editor as a stretch goal.