**Quiz Game**

Game Design Document

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Version 1.0

**General Overview**

The game is a multiple choice quiz focused on the textbook Game Programming all in One. The questions and answers are directly from the chapter quizzes that happen in each chapter of the book. A summary of the players score will be tracked and displayed to them. This game could be a very useful tool in studying for the final exam of COMP 369.

**Target System and Requirements**

The game can be built and ran in Mac or Windows since Visual Studio 2017 is required. Older or newer versions of visual studio may be able to convert the project if that version supports it. Allegro 4.4.2 for MSVC 10.0 is required.

**Theme**

The games aesthetic is simple and minimal to match the game functionality. Mostly greens on black for easy visibility and good colour contrast. A calm music theme was picked to match the game pace.

**Menus**

The main menu serves as a fork in game flow. The user can choose each chapter or the entire text. Afterwards, if the user chooses to focus on a single chapter a new menu with chapter selection will narrow down which one.

**Game play**

The user will read the question and pick one of four multiple choice answers. After clicking on their choice the game will display the correct answer and ask them to proceed. Initially it would proceed after clicking an answer, but displaying the correct answer will help more in the studying process.

**Conclusion**

The game was made to satisfy an assignment. However, I will use it for studying as well so it definitely kills two birds with one stone.