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Assignment 1: Preliminary High Concept Document for “ReadIt”

Game Overview

1. *Introduction*: A gamified reading app, **ReadIt** introduces young users to classic literature through simplified narrative mini-games, with the objective to collect and complete all titles in given sets. Readers advance to encounter stories with increased reading difficulty.
2. *Game Description*: Collect & complete games themed to classic literary titles.
3. *Features*: Titles are organized by reading level, users explore plot points with truncated quotes, and collect items (mentioned in the quotes) to complete the book.
4. *Genre*: Educational, puzzle
5. *Target Audience*: 8 to 18
6. *Target Platforms*: Tablet/Mobile (iOS)

Game World

1. *Story*: Taking place in an abandoned library, users are self-inserted and tasked with restoring the book collection (and the physical environment) through reading comprehension-based mini-games.
2. *Characters*: In addition to the user, players will meet famous characters in literature as they navigate classic titles.
3. *Locations*: An abandoned, disused library. And…wherever the book takes them! (Pacific Ocean for “Moby Dick,” the English moors for “Wuthering Heights,” a dystopian barnyard for “Animal Farm”)

Gameplay:

1. *Core Mechanics*: Players select a book which allows them to encounter an interactive literary scene wherein they can select passages to read. These passages give clues as to what players must collect in the subsequent mini-game. If successful in completing the story’s mini-game, the book will appear on the library shelf and “restore” that section of the library. The objective is to “restore” the entire library.

Graphics & Art Style:

1. *Graphics*: 2D
2. *Art Style*: Stylized Realism (mimicking the appearance of storybook)

