Cebuano Journey Full Mobile Game Feature Specification

1. Project Overview

Cebuano Journey is a 2D mobile educational game designed to teach basic conversational Cebuano (Bisaya) through technology-mediated learning (TML) and gamified gameplay. The game integrates platformer (parkour), puzzle, and simulation mechanics to deliver an engaging, culturally grounded learning experience.

2. Target Users

The game targets beginner to early-intermediate learners, including students, tourists, and individuals interested in Cebuano language and culture. No prior Cebuano knowledge is required.

3. Core Game Features

A. Parkour-Based Learning Gameplay

A side-scrolling 2D platformer system where players run, jump, and navigate obstacles while collecting Cebuano words. Collected words are later used in sentence-building challenges.

B. Conversational Scenario-Based Levels

Each level represents real-life locations such as markets, festivals, villages, and cities. NPC interactions simulate everyday Cebuano conversations using culturally accurate language.

C. NPC Interaction System

NPCs trigger dialogues, minigames, learning feedback, and story progression. They also provide scores required to unlock new stages.

D. Language Learning Minigames

Minigames include word jumble, fill-in-the-blank, sentence rearrangement, listening exercises, typing challenges, and translation activities. These reinforce vocabulary and grammar learned during gameplay.

E. Gamification and Difficulty Progression

The game uses a five-heart life system. Difficulty increases gradually from simple word completion to full sentence construction and translation. Mistakes provide learning feedback and encouragement.

F. Reward and Experience System

Players earn experience points (EXP) from completing challenges and defeating enemies. Characters level up to a maximum of level 10 per stage. Cebuano food items can be collected to restore hearts or grant temporary boosts.

G. Enemy and Challenge Encounters

Enemies are integrated into language challenges. Progress requires solving language tasks instead of traditional combat mechanics.

H. Game Advancement System

Stages unlock through successful challenge completion and NPC scoring. Levels are replayable to reinforce learning and mastery.

I. Offline-First Gameplay

The game functions fully offline. No internet connection, multiplayer features, or leaderboards are required.

J. Cultural Immersion

Cebuano culture is embedded through locations, dialogue, food items, and customs, ensuring contextual and meaningful language learning.

4. Non-Functional Features

The system prioritizes usability, performance optimization for Android devices, and scalability for future content expansion.

5. Scope and Limitations

The game focuses on basic conversational Cebuano. Advanced grammar, multiplayer gameplay, online features, and full fluency certification are intentionally excluded.

6. Technology Stack

Frontend UI is built with Flutter, game logic using a Flutter-compatible game framework, with assets designed using Photoshop and Canva. Version control is handled via GitHub.

7. Educational Value

Cebuano Journey supports mobile-assisted language learning, cultural preservation, and engagement through interactive gameplay aligned with academic research standards.

8. Final Summary

The project delivers a complete, engaging, and culturally grounded educational game that balances entertainment and learning, making Cebuano language acquisition accessible and enjoyable.