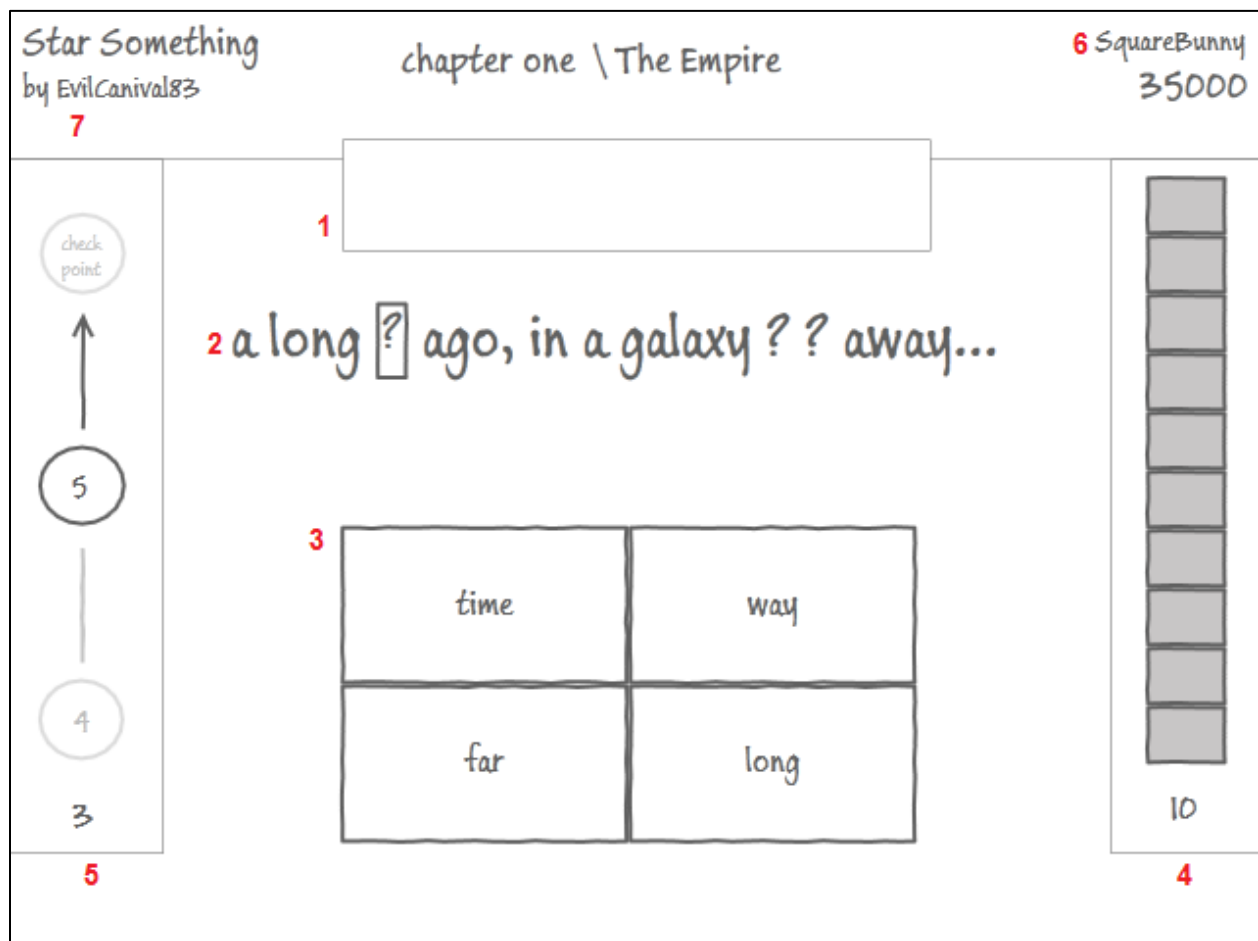


Prodigy (working title)

Game Design / Version 1.0

We start with a look at a quick mockup of the Game UI.



User created stories are playable through the game engine we. The game engine is separated into two parts – a visual component and a logical rules component.

We use the previous image to provide the basic use case of playing a game:

Play Game: after a story has been loaded, the user is presented with the first paragraph in the first chapter. The paragraph holds special marks (question marks), indicating the missing content. Play begins at the first empty part:

1. User (6) selects a part from available options (3).
2. If the part is correct:
 - a. Feedback is received (1)
 - b. A “combo” streak begins (1).
 - c. Play continues to next part, repeating steps 1 and 2.
3. If the part is incorrect:
 - a. Player loses a health bar (4) or Player loses any combo streak that started at the current paragraph.
 - b. Player repeats step 1 until either 2 occurs, or health is depleted.
4. Player repeats steps 1-3 until either:
 - a. A full answer is received. In this case user receives feedback (1), focus moves to next paragraph (5).
 - b. Health is depleted. In this case the game is over.

A few more notes:

- Player receives occasional checkpoints where he is able to save his current progress.
- Number of answer parts, the contents of each and the paragraphs are completely controlled by the writer of the story.
- “health” and other various features are user / difficulty level controlled.
- The point system, rewards, combo, and special items shall be described at later stage, as well as the StoryTags schema and logical game engine.
- Story Gameplay is online and only in Single Player mode.