

KITES

Reading Game



Official Game Design Document

TABLE OF CONTENTS

1. Game Overview

- a. Introduction
- b. Genre
- c. One-line concept
- d. Platform / Special setup
- e. Target Audience
- f. Intended playtime

2. Story

- a. Mood
- b. Outline

3. Core Features

- a. Camera
- b. Input Device

4. Mode-1

- a. Gameplay Features
- b. Controls
- c. Art Style
- d. UI Layout
- e. Game Screens

5. Mode-2

- a. Gameplay Features
- b. Controls
- c. Art Style
- d. UI Layout

1. Game Overview

a. Introduction

Reading game is 2-mode (encoding & decoding) game for teaching the players how to read english words. The goal of the game is to make reading words easier for kids by teaching how words are built. Encoding mode is a 'scrabble'-like-game where players must form words from a given set of letters. Decoding mode is a sorting game where players must sort the given pair of words into right and wrong pile.

b. Genre

Casual-puzzle game

c. One-line concept

"Scrabble meets Yeti sports"



d. Platform / Special setup

The game is developed for **SMALLab** platform. (<http://smallablearning.com/smallab>).

e. Target Audience

The game is targeted for Elementary school students - most specifically targeted at ones who are finding it hard to read.

f. Intended playtime

The game will be conducted by the teacher and played with a group of six or more students. Hence the average playtime can last for a typical class hour - **40 minutes to 1.5 hours**.

g. Aesthetics

Style : Cute, Cartoony and Fun-for-kids.

Theme : 'Ice age', Arctic-circle-like-environment with a Penguin/Polar Bear as a the main character.

Sound : Music, Sound Effects → Cartoony.

2. Story

a. Mood

- Playful
- Funny

b. Outline

In Mode-2, the lead character is fishing. It has to choose and catch the right fish from every pair of fishes.



Choosing the wrong fish makes the lead character sad. The story theming is very similar to "Where is my water".

3. Core Features

a. Camera

Our game will feature **Side-View** camera.

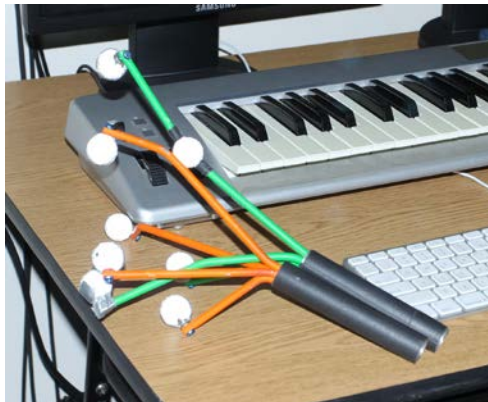
- Camera will be locked on to the lead character.
- Camera might have some hysteresis and zooming in/out movement to emphasis the movement of the fishes.

Reference Camera : Camera of Angry Birds



b. Input Device

'Wands' of the SMALLab platform - the main input device of the game.



Single player experience will use only one wand.

Multiplayer will need respective number of wands. The system supports a maximum of 3 wands.


The game will also use input from the 'Remote Control' connected to the SMALLab system.

4. Mode-1

a. Gameplay Features

- Google Doc Customization : The desired set of letters will be entered in the Google doc. These letters will be imported into the game as a XML.
- Gameplay : The chosen list of letters are shown in the bottom. Consonants will be black in text-color. Vowels will be in different text-color. One default letter slot will be in the center. More letter slots will be created as letters are picked up and dropped into the empty slots. The player can change colors by tapping on the letters to denote long/short sound.
- Feedback-button : The teacher will have the feedback-button. Based on the letter being built, the teacher can choose to press the right or wrong button to produce the appropriate feedback.
- Multiplayer mode : The game features a multiplayer setup where three players can play simultaneously.

b. Controls

<u>ACTION</u>	<u>GESTURE</u>
Pick up a letter	Click the Letter using the wand and bring the wand up quickly
Move the letter	Once 'picked' up , move the wand to move the letter
Drop the letter	Click the wand and bring it up quickly to drop the 'picked' up letter.
<p><u>DYNAMIC</u> Letter 'Slots'</p> 	<p>Each letter is dropped in a letter slot. Default there is only one letter slot. Every time a new letter is dropped a new empty slot is created in the side.</p> <p>This feature holds true for reverse too. Extra slots disappear when letters at the end are removed. Always there must be only one empty slot in the end.</p>
Replacing Letter	Pick up a letter and drop it in existing letter slot and the letter will get replaced.

Removing letter	Only the LAST letter can be removed. Pick up the letter from an existing slot and take it out.
VOWEL TEXT-COLOR	Vowel always must be displaced in a different text-color than consonants.
Changing Background-color	Tap the letter, then the background-fill color of the text-box is changed White - Default Red - long sound Green - Short sound

c. Art Style

Though the mode is similar to scrabble, the game will have art-style very similar to mode-2.

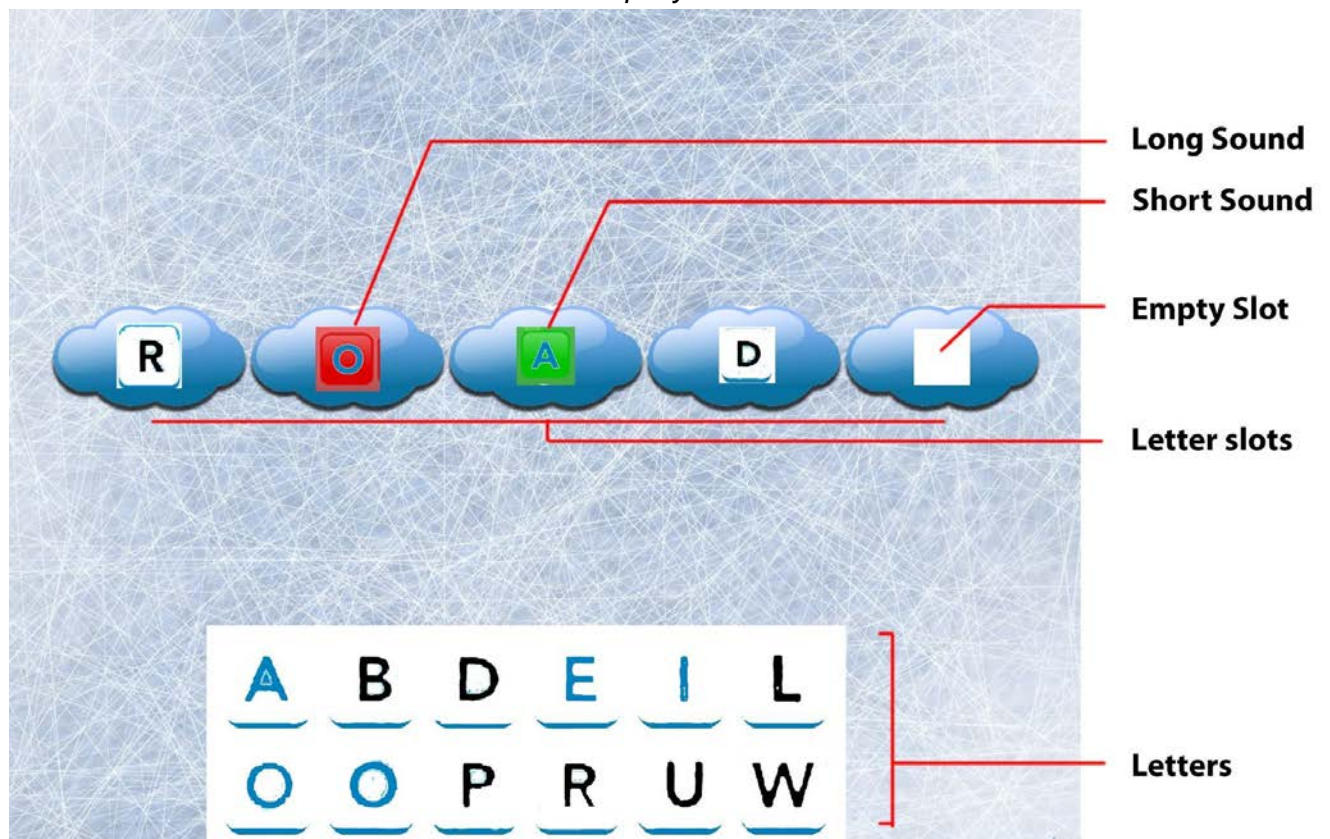


The background, the frames, the slots, the letters - all will be in arctic-ice-age theme similar to mode-2.

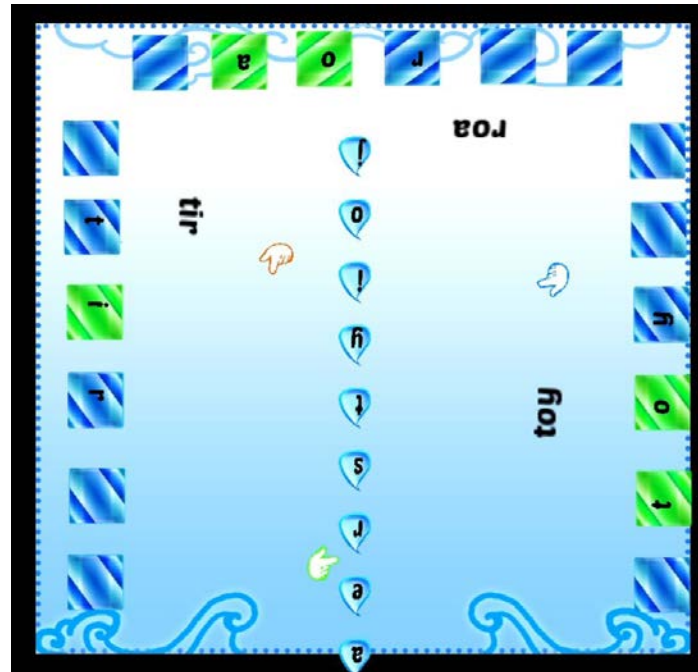
d. UI Layout

- Vowels and Consonants in the bottom will be differentiated visually, by text-color. Also by highlights, shadow etc.
- One default empty slot in the center at the beginning. As more letters are dropped, more slots are created dynamically.
- The letter boxes can be tapped to change (cyclic changing) background color to red and green.

Mockup layout



e. Game Screens



5. Mode-2

a. Gameplay Features

- XML conversion : The given set of words will be entered in the Google doc. The words will be split into two columns - the right and wrong columns. These words will be imported into the game as a XML.
- Introducing main character : The game begins with introducing the main character with simple screenshots/cutscenes. These cut scenes are also used to establish the goal - to capture a fixed amount of the right fish.
- Gameplay : A pair of words is shown as two fishes. The players must choose one of the two fishes. If the player chooses the right fish, the fish is caught and added to the right pile. If the wrong answer is chosen both fishes escape as a punishment. The same pair of words will be randomized and they will re-appear again later in the game. The game ends when all pairs of words are answered right. If the teacher wants to give a sample word as a hint then it will appear as the thought bubble over the character.
- Camera-hysteresis : The default camera position will be zoomed-out view from the side. This camera will show the main character along with fishes and right pile.
 - The camera will zoom-in on the fishes every time a new pair of words is introduced, before moving to the default position.
- Feedback : Every right choice will produce an encouraging feedback. There will also be a small scoring system to depict the number of right choices made in the given number of tries.

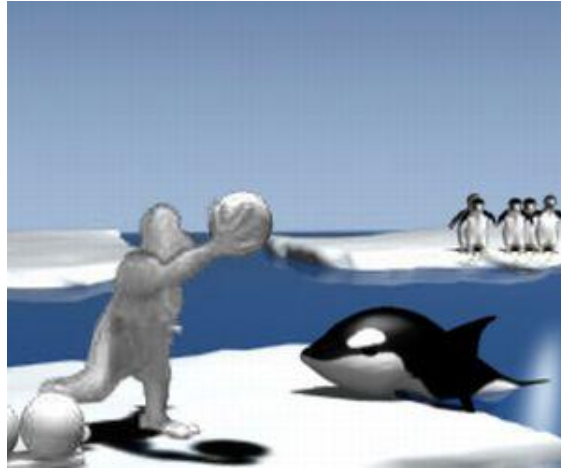
b. Controls

<u>ACTION</u>	<u>GESTURE</u>
Choose the word	The fishes are not moving or (moving super-slowly). Click the fish with the wand and bring it up quickly

c. Art Style

- chosen theme of Ice-age : arctic environment
- Art style will be **fun, colorful and bright**.

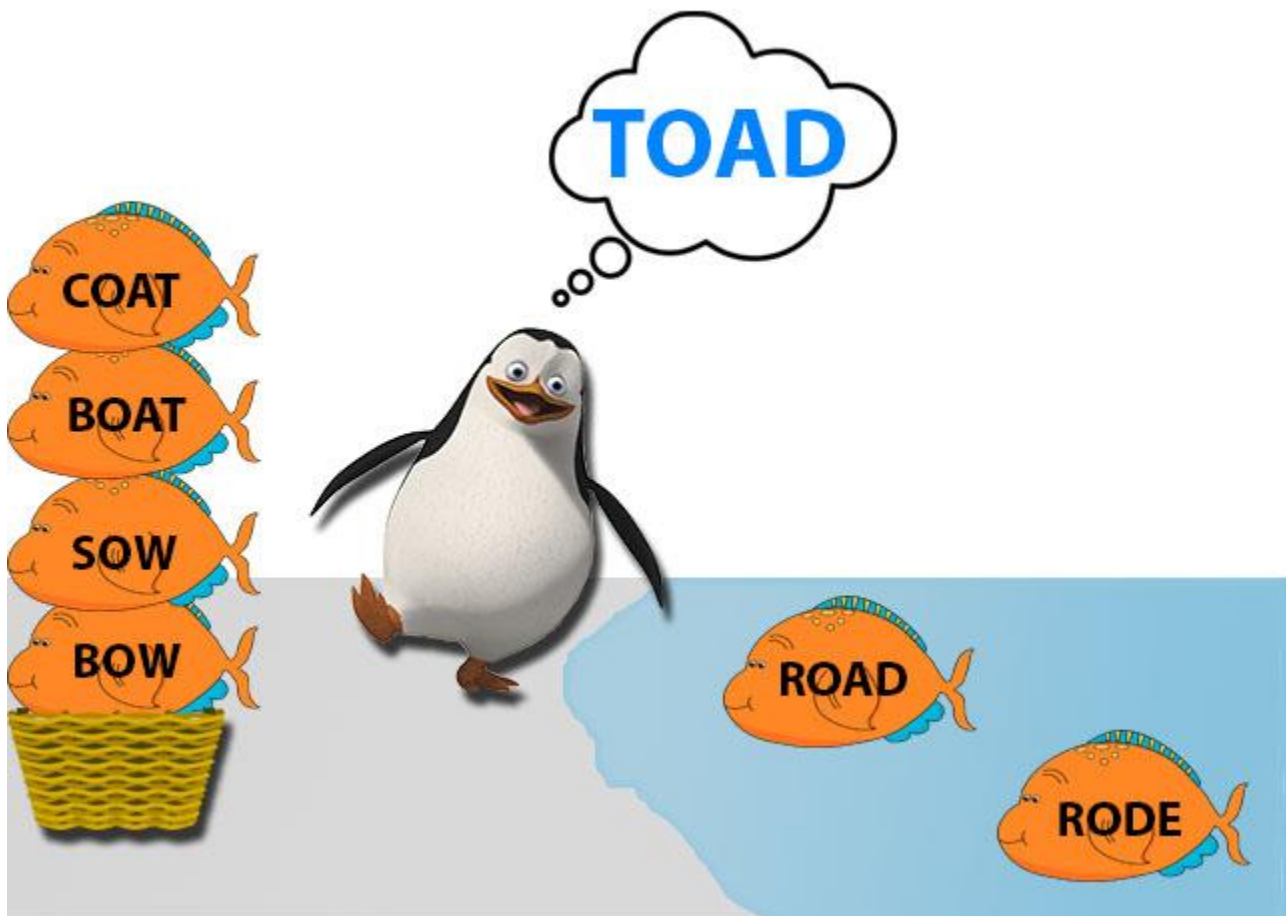
Reference Art



d. UI Layout

- Main Character occupies almost the center of the screen.
- Two fishes appear on the right.
- Right answer pile will be on the left.
- The fishes will be animated-in-a-loop.
- The character will animate positively or negatively based on the answer chosen.
- Thought bubble will be used, if the teacher wants to given a sample word as hint.(This must be entered in the google doc in the beginning)

Mockup layout



e. Game Screens

