KITES
Visual Teaching Tool

Official Game Design Document

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1. Overview

a. Introduction

The 'Visual teaching tool' is authoring tool which helps teachers to teach the students in an interactive and engaging manner. The tool is like an 'Interactive powerpoint'. The Tool is highly customizable that it can be used for any subject as creatively as needed. It can be used for interactive storytelling, conducting interactive quizzes, audio-visual tests, competitive games between groups etc.

b. Platform / Special setup

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

c. Target Audience

The tool is targeted for k-12 school students.

d. Aesthetics

Style : Simple, fun and flashy with bright colored UI.
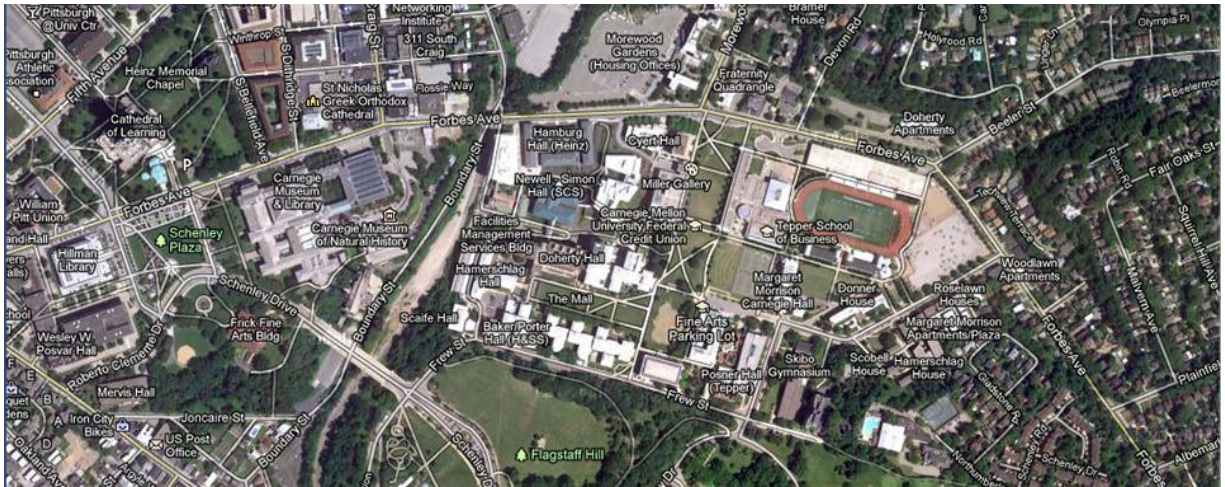Sound : Machine-like (Steam-punk / Sci-fi)

2. Core Mechanics

a. Camera

Our game will feature **Top-down** camera.
- Camera will be locked on to the center of the floor
- Camera will remain static as the assets are moved around.
- Camera can be 'blurred' or 'shaken' during scene change for a WOW factor.

b. Input Device

The input devices of this Tool will be :
- 'Wands' of the SMALLab platform

This is a single-to-multi player experience. The tool will support as many as the SMALLab system will (current max of 3 wands).

The Tablet is extended remote control for the teacher to control much important aspects of the tool.

3. Core Features

## a. Gameplay Features

- <u>Google Doc Customization</u> : All the necessary assets, texts, hyperlinks etc necessary for the current lesson is put in a folder. Entries for all assets is made in the Google doc, along with the path. All assets will be imported into the game using the XML generated.
- <u>Assets in the Trays</u> : All the assets are imported from the respective folders into the tool. They sorted into Art, texts, Hyperlinks and Scene tabs. They can be accessed and handled using the wands.
- <u>Move/zoom</u> : The images and textboxes can be picked up using the wands and moved around the floor. The images can also be zoomed in and out.

- <u>Marker</u> : Markers can be generated and dropped at strategic positions to help users point and mark specific parts of the images.

● Labels : Textboxs and images can be attached and linked to specific markers to form a Label. This feature can be used in quiz and tests.
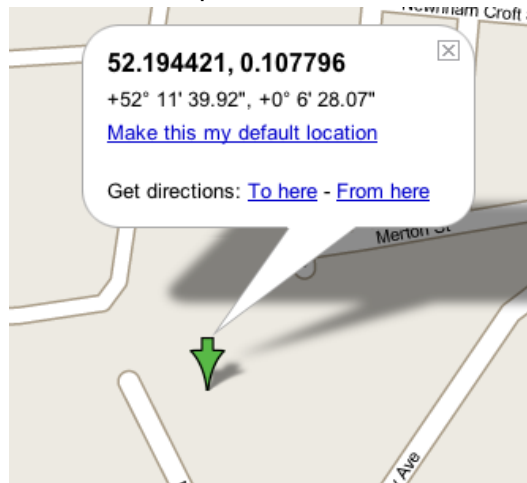
● Hyperlink : The tool can also store hyperlinks and have them embedded to have a simple text. Hence clicking these links would open the target website in the browser.

● Switch Tab : The tool has a default floor where the first set of assets will be imported. The teacher can also create more such floors - just like the tabs in a browser and surf between them linearly.
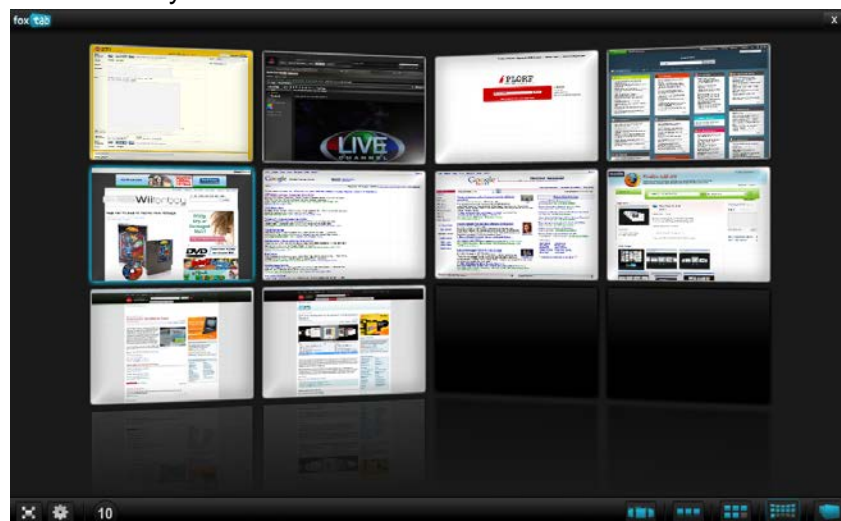
b. Controls

ACTION	GESTURE
Open a tray (Image / Text / Hyperlinks)	Hover the wand over the tip of any tray to slide it open. An opened tray will close automatically if untouched for 3 seconds.
Pick up an asset (image/textbox)	Click the asset using the wand and bring the wand up quickly
Move the asset	Once 'picked' up , move the wand to move the asset
Drop the asset	Click the wand and bring it up quickly to drop the 'picked' up asset
Generate a marker	Have a Gesture (like bumping two wands together) to create marker. Default : Have a "Marker" button at a corner.
Labeling	Pick up an asset and drop it over the appropriate marker for them to get linked
Hyperlinks	Click the wand to open the browser

c. Art Style

Our Tool, on its core, is a software. Hence it will have UI elements in a very simplistic yet bright and flashy art style. The theme chosen was 'Steam-punk', hence the textures will resemble bright-but-rusty elements.
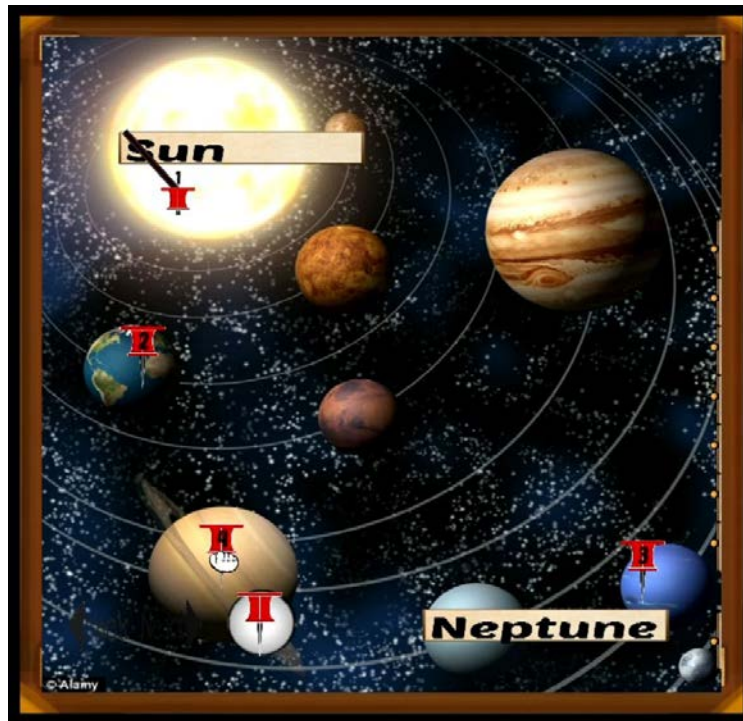
Reference art

d. UI Layout

- All assets are sorted and loaded in their respective trays.
- The trays can be pulled out and assets can be picked up for use.
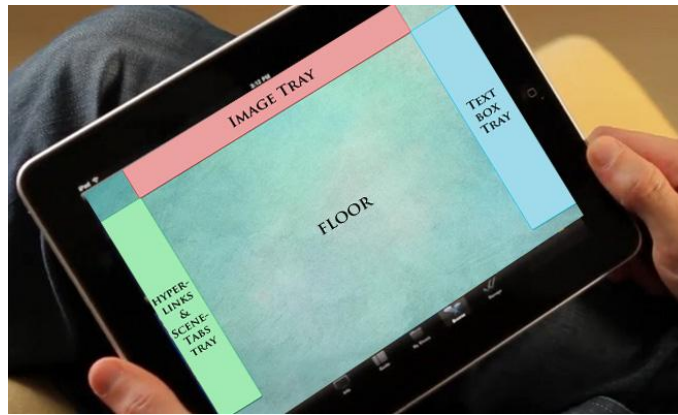
Mockup layout

IMAGE TRAY

HYPER-
LINKS
&
SCENE-
TABS
TRAY

FLOOR

TEXT
BOX
TRAY

e. Game Screens

4. iPad Features (Future)

a. Core Features

- <u>Extra Wand</u> : The iPad acts as an extra controller giving the teacher the ability to pick up , move , zoom-in/out, add markers, label and hyperlinks - just like having an extra wand at hand.

- <u>Private inventory of assets</u> : The teacher can import certain assets directly into the iPad to store in a private inventory. The assets can be dropped into the game floor by the teacher as a surprise whenever necessary. This will be made possible by entering in the google doc at the beginning.
- <u>Feedback Button</u> : The teacher will have special buttons to drop-in a feedback effect at the appropriate place. As the iPad acts like a remote, the teacher can click at the appropriate and produce the 'right' or 'wrong' feedback.
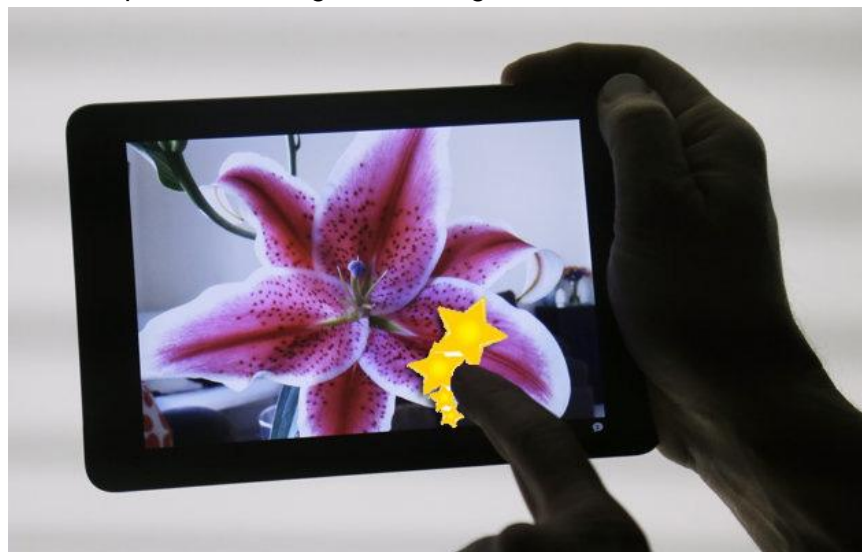
b. Controls

BASIC ACTION	GESTURE
Move the asset	Press and drag with a finger the asset to move it.
Generate a marker	Have a Gesture (like double tap) to create marker. Default : Have a "Marker" button at a corner.
Labeling	Pick up an asset and drop it over the appropriate marker for them to get linked
Hyperlinks	Click the wand to open the browser
ACTION	GESTURE
Open Inventory	Click the 'Inventory' button to open the private inventory of the teacher
Throw asset from iPad to SMALLab floor	In the private inventory, click on any asset and flip it upwards or double tap to throw in on to the smallab floor
Feedback	Click the 'Right' or 'Wrong' Feedback button in the iPad and drag-&-drop it to produce it on the screen.

c. Art Style

● The art style of the iPad app will same as the SMALLab version.

d. UI Layout

- SMALLab screen occupies most of the screen.
- Three buttons in the button.
- 'Inventory' opens up the new page filled with all private assets.
- 'Right feedback' and 'Wrong feedback' is used for dragging and dropping the appropriate feedback at the right place.

Mockup layout