

Name	Moving Balls
How does the game work?	The user will be shown one or multiple stationary balls. They will be asked to follow the movement of those balls without losing focus. The balls will begin moving, and additional balls will appear and begin moving too. After a period of time all balls will stop and the user will be asked to identify the original balls.
How does a user score points?	<ul style="list-style-type: none"> • Correct answers given <ul style="list-style-type: none"> • Successive correct answers • Speed with which answers were given (if correct)
What is the goal of the game?	The goal is to identify all original balls in a session correctly and as quickly as possible.
Is the game time-based or section-based? How does it flow?	<p>The user will answer 8 questions per game play.</p> <ul style="list-style-type: none"> • The game will be broken up as follows: <ul style="list-style-type: none"> ○ User is shown the ball or balls they need to follow for 3 seconds. ○ Balls start to move around the screen, bouncing off the edges of the screen and off each other. Duration depends on the difficulty level. (see excel doc) ○ Balls freeze, user needs to identify the correct balls with 10 seconds. ○ User is shown the ball or balls they need to follow. ○ Balls move around the screen, bouncing off the edges of the screen and off each other. ○ Balls freeze, user needs to identify the correct balls. ○ Etc, etc until 8 times are played. • If the user can't identify the correct balls within their allotted 10 seconds, the answer is considered incorrect. User gets no score • If the user can identify all balls correctly within allotted 10 seconds, they get score points.
How are higher levels of difficulty configured into the game?	<p>The game has 5 difficulty levels. During one game session, there is no difficulty progression, meaning that all 8 questions during the game must be of the same difficulty level.</p> <p>Switching between 5 difficulty levels should be done with a button that switches the level and loads the required difficulty settings for a game.</p>

Game UI	<ul style="list-style-type: none"> ● First gameplay interface containing: <ul style="list-style-type: none"> ○ Menu button ○ Timer not running ○ Stationary balls with balls that the user needs to follow highlighted with white light ○ Text that reads “Focus on and track the highlighted balls.” ● Second gameplay interface containing: <ul style="list-style-type: none"> ○ Menu button ○ Timer not running ○ Moving balls ● Third gameplay interface containing: <ul style="list-style-type: none"> ○ Menu button ○ Timer running ○ Stationary balls ○ Text that reads “Which are the balls you were tracking?” ● Interface of user choice: <ul style="list-style-type: none"> ○ if user selects correct ball, the ball is highlighted with light of the color of the ball ○ if user selects wrong ball, the background gets darker and the ball is highlighted with red light ● Interface after unsuccessful completion of game, including: <ul style="list-style-type: none"> ○ Text that reads “Level Failed” ○ Restart button ● Interface after successful completion of the game, including: <ul style="list-style-type: none"> ○ Heading "YOUR SCORE" ○ Gameplay Score ○ Restart button
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