An explanation of your game mechanics and how your prototype, including interface and backend, are designed to support meaningful play.

The descriptive definition of meaningful play: Meaningful play in a game emerges -

from the relationship between player action and system outcome; it is the process

by which a player takes action within the designed system of a game and the system

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S responds to the action.The meaning of an action in a game resides in the relation-

m ship between action and outcome.

The evaluative definition of meaningful p1ay:Meaningful play is what occurs when

the relationships between actions and outcomes in a game are both discernable

and integrated into the larger context of the game.

Discernability means that a player can perceive the immediate outcome of an

action. Integration means that the outcome of an action is woven into the game

system as a whole.

**Meaningful Play**

**Evaluative**

The way that our Functional Prototype 1 communicates the outcome of the player’s choses is by sight. First our game asks the user to provide the game with a username. This will be used in future prototypes to keep track of the scores and records of the game. The prompt in red lettering will first say “Connecting to the game server.” Once our socket is connected the prompt changes to “Welcome to the game” and then the one button on the screen will appear signifying that the button is enabled. Our game starts by showing our intro screen with the text as a dim green. When the player moves the cursor over a certain text, the text turns to a bright green signifying that it is a clickable text, and the user has choose between Single Player Time Trial, Single Player Challenge Mode, Multiplayer Race, or Multiplayer Challenge mode. Also there are least important buttons for the returning users at the bottom which are used for viewing the instructions and another for viewing the high scores.

**Game Mechanics**

Once the user clicks any of these six texts the screen changes to the corresponding environment. For this prototype, the instructions and high scores text takes the user to a blank screen with the proper title and a text that will take the user back to the main menu. In future prototypes these texts will show the instructions and past high scores. For the four game choices the user will be brought to the game they choose. The game will start with the red player’s piece in the middle of the screen. With the green blocks all around the piece expect for the right side telling the user to move to the right. When the user hit the arrow keys on the keyboard, their red piece will move with the user as he presses the arrow keys. The player’s piece will also emit “exhaust” in the opposite direction of the piece’s motion to show that the user that the up arrow key is the thrust button. The user will then see a series of obstacles built with the same blocks as the walls. This will tell the user to avoid these blocks and go around them. If the player’s piece collides with one of these blocks, the player’s piece will be moved back to a checkpoint. The user will see even move to avoid the green blocks. The user will then move through the series of obstacles (if he is the skills) to the end which is when the user will encounter a wall on the right side of the screen. Right now this is what our prototype does, but with the finished project, the game will have a finish line and a pop-up with the player’s score and time once he crosses the line. Also the user can hit the ‘P’ key on the keyboard to pause the game. Pressing the ‘P’ key again will resume the game or the user will have the choice to restart the game or go back to the main menu. The game being paused is perceived by a pop-up showing up with the word “PAUSED” in the window with the words “Main Menu” and “restart” under it.