



Ancient Path Bible Trivia Game
 “A fun way to learn God’s Commandments”

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Game Overview

The purpose of Ancient Path Bible Trivia Game is to teach players about the first five books of the Bible, the Torah. By answering trivia questions about the various texts and commandments, the players will learn more about the journey that the Israelites took with Moses from Egypt to Canaan. The intended use for this game is to teach people about the Torah. It is able to be played anywhere with internet access, specifically the home. It is a stand-alone game that is available for purchase. The target audience is anybody who is 12 years old and older. There are plenty of board games that teach people about religion, but not as many that teach specifically about the Torah, and even less that have a trivia-focused, race-to-the-finish purpose like the Ancient Path Bible Trivia Game. The genre of the game is a biblical trivia game.

Gameplay

The objective of this game is to be the first player to reach the Promised Land. Players take turns attempting to advance by correctly answering trivia questions about the Torah and progressing through each of the 12 stages of the game. The questions that players must answer in each stage are randomly drawn from a large pool of questions. Players are rewarded for answering questions correctly and are not rewarded for answering questions incorrectly. The player that reaches the final stage of the game first, the Promised Land, wins. In the case of multiple players reaching the final stage in the same round, a tiebreaker round will ensue. The tiebreaker round can end in a true tie, meaning more than one player wins, or a win.

Mechanics

When a user opens the game, they will see a menu screen which shows HOST and JOIN buttons. This allows a user to either host a game or to join a game. If a user presses HOST, a game object will be created in the database and the player will be sent to a scene with buttons labeled 2, 3, and 4. Once a button is pressed, it will create a game with that many players. The next scene is a naming scene, which allows the user to name their player using up to 12 characters. After the user names their character and presses the ENTER and NEXT buttons, they will be taken to a lobby which will show all players' names and the unique, 4-letter code that must be sent to the rest of the players. If a user presses JOIN, they will be taken to a scene which prompts them to enter the code that they were sent by the host of the game. After the user enters the code and presses the ENTER and NEXT buttons, they will be taken to the naming scene. After the user names their player and presses ENTER and NEXT, they will be taken to the same lobby as the host, where they can see all of the players' names who have joined and the lobby code. Once all players have entered the lobby, a ready button will appear on the host's screen. Once the host presses the ready button, all players will start the game. In the game object

in the database, the number of players, the players' names, and whether the game has started or not will be stored.

Player's turns are decided based on the order that they join the lobby. The host will always be Player 1, the second to join the lobby will be Player 2, and so on. On a player's turn, they will be presented with a multiple-choice (A, B, C, D) trivia question, which they must answer within the span of 20 seconds. A player will answer their trivia question by using their cursor to click on one of the answer boards. A player must click their answer before the 20 seconds is over. If a player answers incorrectly, their turn is over and play passes to the next player. If a player answers correctly, they may continue answering questions until they either get one wrong or they successfully reach the next area by answering three questions correctly at that stage. The number of the player whose turn it is will be stored in the game object in the database.

If multiple players reach the final stage, also known as the Promised Land, on the same turn, those players will compete in a tiebreaker round. In the tiebreaker round, the players will take turns answering trivia questions to determine the winner. A player is eliminated from this winners' competition if they answer incorrectly and at least one other player answers correctly. If all players answer their questions incorrectly in a round, nobody is eliminated. If players are still competing after they have each answered ten questions, the game is declared a true tie and all players yet to be eliminated are declared winners.

During a player's turn, every player in the game will see what that player sees. All players will see the question and all players will see the player's selection for that question. Once a player selects an answer, all players will see whether the choice was correct or incorrect. The correct answer will be highlighted green, and the player's incorrect answer will be highlighted red. If a player does not select an answer within the 20 seconds that they are allotted, the correct answer will be shown and a message will be displayed telling the player that they have timed out. Once the leading player reaches a new stage, all players will see the accompanying text-based storyline for that stage; this will only be displayed once per stage. After a player's turn is done, a screen will be displayed to all players announcing the next player's turn.

The options in the game include a checkbox for whether or not to show the backgrounds of the game. The game is very replayable, because there is a large pool of questions, and the questions that a player gets in each stage will be random. The game will not be able to be saved and should be played in one sitting. Players must not leave the browser or tab of the game or it will desynchronize the gameplay.

Story and Narrative

This game reflects the story of the Torah, specifically the events of Passover and the Exodus Moses lead from Egypt to Canaan. The journey is split into twelve narrative sections:

1. Egypt

- God appears to Moses in the form of a burning bush to call upon him to free the enslaved Hebrew people of Egypt. Moses requests that the Pharaoh free the Israelites, but he refuses.

2. Plagues

- Each time Moses requests the Israelites' freedom, Pharaoh refuses, resulting in God casting a new plague over the land with each refusal:
 - i. River of Blood
 - ii. Frogs
 - iii. Lice
 - iv. Flies
 - Pharaoh promises to free the Israelites if Moses removes this plague, but reneges once the plague is gone.
 - v. Dead cattle
 - vi. Boils
 - vii. Hail
 - viii. Locusts
 - ix. Darkness
 - x. Death of Firstborn

3. Passover

- God commands that the Israelites, in order to not be afflicted by the final plague, mark lamb's blood above their doors and dine upon unleavened bread. When God casts this final plague, the firstborn child of all who have not performed this ritual die, at last convincing him to free the Israelites.

4. Red Sea

- God leads the Israelites from Egypt with a pillar of cloud and flame. When the Egyptian army pursues Moses, God parts the Red Sea and allows the Israelites to cross unharmed. The Egyptians attempt to follow, but God returns the sea to its usual state and drowns the pursuers.

5. Manna

- God provides a heavenly food called manna for the Israelites to eat in the desert.

6. Mt. Sinai

- God calls Moses upon the mountain and gives him Ten Commandments that the Israelites are never to disobey.
 - i. I am the Lord thy God, thou shalt have no other gods before me
 - ii. Thou shalt not make unto thee any graven image
 - iii. Thou shalt not take the name of the Lord thy God in vain
 - iv. Remember the sabbath day, and keep it holy
 - v. Honor thy father and thy mother
 - vi. Thou shalt not murder
 - vii. Thou shalt not commit adultery
 - viii. Thou shalt not steal
 - ix. Thou shalt not bear false witness against thy neighbor
 - x. Thou shalt not covet
- 7. Tabernacle
 - God commands the Israelites to construct a tabernacle and take it with them as a place of sanctuary
- 8. Passover
 - Some men approached Moses and Aaron, concerned that because they could not participate in the first Passover, they would not have the chance to be with God when they died. God then commanded that all who could not participate in the first Passover, must participate in the Second Passover. Unlike the first passover, Pesach Sheni (Second Passover) is one day long. It is not necessary to remove all leaven from the home. The sacrifice and meal are the same as the first Passover
- 9. Day of Atonement
 - God commands that the tenth day of the seventh month be observed as a day of atonement and rest
- 10. Giants
 - Moses sends out twelve leaders of tribes of Israel to scout out Canaan for 40 days, but they return with news that the land is guarded by powerful giants, causing doubt and despair among the Israelites. As punishment for their loss of faith, God curses the Israelites to wander in the wilderness for 40 years.
- 11. Korah & Co.
 - Korah leads a rebellion against Moses and God sends down fire from heaven to consume all 250 of Korah's followers, as well as plague all who objected to their destruction.
- 12. Moab
 - Moses leads his people to the land of Moab, on the border of Canaan. On the way, the Israelites complain of a lack of water. God commands Moses to strike a rock, which summons water for the Israelites to drink. The

people of Amalek come to fight the Israelites, and the Israelites had God's power on their side when Moses's hands were held up in the air, eventually leading to the Israelites winning the battle. The Israelites at last arrive in Moab, but Moses dies here just before the Israelites reach the Promised Land.

Game World

The feel of the game world is cartoon like with an ancient aesthetic. It is not lifelike, but the world is modeled after real life. The various stages of the game have different backgrounds that match the stage of the game and match the storyline as described in the "Story and Narrative" section of this document. A player must answer a total of three trivia questions correctly in each stage in order to move on to the next stage.

Characters and Opponents

There are no physical characters in the Ancient Path Bible Trivia Game. Players are able to give a name to their player and that name is used to refer to that player in various scenes throughout the game.

Levels

The Ancient Path Bible Trivia Game is broken up into stages. A synopsis of the themes of these stages is included in the "Story and Narrative" section of this document. In order to advance from one stage to another, a player must answer a total of three trivia questions correctly. These trivia questions are of random difficulty, assigned randomly from a larger pool of questions. The gameplay is turn-based, meaning that once a player gets a question wrong, it is the next player's turn. A player can answer questions correctly until they finish a stage, at which point the next player's turn begins. Players can be stuck in a stage for as long as it takes them to answer three trivia questions correctly.

User Interfaces

After the Loading scene, the Menu scene is displayed with HOST and JOIN buttons on it that can be pressed by the user. A checkbox at the bottom of the screen labeled "Turn Off Backgrounds" allows a user to check the box if they would like to turn off the video backgrounds of the game. This option is for computers that do not operate at high enough speeds to process videos and gameplay.

If the user chooses to host a game, they must press the HOST button. This host must then choose the number of players they want to play with from a set of buttons labeled 2, 3, and 4 on the Host scene. The host must then give their player a name by entering it into a textbox which appears at the bottom of the page on the Naming scene; the name cannot be longer than 15 characters. After entering a name, the host must press the ENTER

button next to the textbox, and then the NEXT button at the top right of the scene. The host will then be taken to the Lobby scene. The Lobby scene displays the game code, which is a 4-letter unique code at the top of the screen, and the names of all of the players who have joined. The code must be given to other players in order for them to join a game.

If a user decides to join a game, they must press the JOIN button on the Menu scene. The user will be taken to the Join scene which prompts the user to enter the code given to them in the textbox at the bottom of the page. If the user enters an invalid code, “Invalid code.” will appear in the textbox when they press the ENTER button. The user must press the ENTER button and then the NEXT button in order to move on to the Naming scene. The user must enter their name in a textbox at the bottom of the page, exactly like the host, and then press the ENTER button and then the NEXT button in order to move into the Lobby scene, which is identical to the host’s Lobby scene.

Once all players have joined, a READY button will appear at the bottom of the host’s Lobby scene. As soon as the host presses the READY button, the game begins.

The game begins with the host’s turn. The Trivia scene is displayed showing a wooden, cartoon board with a trivia question in the middle. Four smaller wooden, cartoon boards, labeled A, B, C, and D and populated with answers, are arranged in a 2 by 2 layout underneath the trivia board. The players’ names and stage numbers are listed on the left middle of the screen (If a player is the host (meaning Player 1), is on Stage 3, has answered 2 questions correctly, and is named Pax, the left side of the screen will display “P1: Pax 3.2”). Above the trivia board is the current player’s name to inform all players whose turn it is. The top left corner of the screen displays a timer, which begins at 20 and counts down in increments of 1, showing all players how much time the current player has left to answer their question.

If a player answers a question incorrectly, the Incorrect scene will display the same trivia board, trivia question, answers, and answer boards from the Trivia scene, except the list on the left and the timer will not be shown. The current player’s name at the top of the screen will be replaced by a message like “Sorry! Incorrect answer!” The answer that the player selected, which is an incorrect answer, will be highlighted in red. The correct answer will be highlighted in green. Then, the Next Player scene will be displayed, with a message that says, “{Current Player’s name}’s turn is over. {Next Player’s name} get ready!” After a player’s turn is over, the next player’s question will pop up on their Trivia scene.

If a player answers a question correctly, the Correct scene will display the same trivia board, trivia question, answers, and answer boards from the Trivia scene, except the list on the left and the timer will not be shown. The current player’s name at the top of the

screen will be replaced by a positive message like “Kudos! Correct answer!” The answer that the player selected, which is the correct answer, will be highlighted in green. If the player has answered three questions correctly for that stage, after the Correct scene, the New Stage scene will be displayed, showing “{Current Player’s name} has moved on to Stage {Current Player’s next stage}!” Then, the Next Player scene is displayed, with the text, “{Current Player’s name}’s turn is over. {Next Player’s name} get ready!” The Storyline scene for the current player’s next stage follows the Next Player scene if and only if the current player was the first player to reach that stage. After a player’s turn is over, the next player’s question will pop up on their Trivia scene.

If a player answers three questions correctly in the final stage, the New Stage scene will display the text, “{Current Player’s name} has finished the final stage!!” If no other players answer three questions correctly in the final stage during that same round of turns, the Victory scene will show the text, “Congratulations {Current Player’s name}!! You have reached the Promised Land!! :)”.

If two or more players finish the final stage in the same turn, the game will show the Tie scene, which says, “{Tied Players’ names} have tied! Answer trivia questions to obtain the final victory!!” The tiebreaker stage uses the same layout as the Trivia scene, except the background is different. These players will compete in a tiebreaker stage which consists of 5 rounds, answering one question per player per round. If a player is the only one to answer a question incorrectly during a round, that player is removed from the tiebreaker, and the remaining players continue competing. If a player is the only one to answer a question correctly during a round, the tiebreaker round is over, that player wins the game, and the Victory scene plays. If two or more players are still in the tiebreaker stage after 5 rounds, the True Tie scene plays, displaying the message “True tie game! {Players’ names} have all reached the Promised Land!! Congratulations!”

On the final screen of the game, which is either the Victory scene or the True Tie scene, there is a button at the bottom which says “Return to Main Menu.” This button will take a player back to the Menu scene and allow them to host or join a new game.

Content Additions

A designer can make changes to the game by changing the code in the Github Repository and by deploying to the Firebase Hosting site. See the Software Design Document for extensive details.

Feedback for the Player

The player will know whether they are doing well in the game based on their progress which is displayed in a list on the left side of the screen. If the number next to the name of a player is smaller than another player’s number, they are behind that player. The

Correct and Incorrect scenes will tell a player whether the answer they selected was correct or incorrect. The New Stage scene will alert all players when a player moves on to a new stage and when a player finishes the final stage.

Data Collection for the Administrator

No data is being collected.

Deployment

The game is deployed via Firebase. The database that the game uses was created via the Realtime Database of Firebase. No information is needed to get it started. As long as there is an object in the database titled “promised-land-journey-game” that has a 4-letter game code (capital letters A-J only e.g. “AHBC”) inside of it, titled “gameCode,” the game will operate properly. No systems are required to run this game. The game will work in any browser but operates best in Google Chrome. No configurations or settings are required to get the game working. More information is given in the Software Design Document.

