



Promised Land Journey™ Game “A fun way to learn God’s Commandments”

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Game Overview

The purpose of Promised Land Journey™ Game is to teach players about the Torah and the first five books of the Bible. 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 and the first five books of the Bible. 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 religious 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 Promised Land Journey™ 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 areas of the map. Each section has its own unique pool of questions related to the events portrayed on that area of the map. Players are rewarded for answering questions correctly and punished for being unable to do so. The player that reaches the final area of the map first, the Promised Land, wins.

Mechanics

When a user opens the game, they will see a menu screen which allows them to enter the game. From the next screen, the user will have to choose whether to create a room or to join an existing one, using a unique code that was sent to them by the creator of the room. After all players have joined a room, players will select their characters and add their names to their players. The turn of players will be decided based on who enters the room first. The creator of the room will be Player 1, the next player to enter the room will be Player 2, etc.

On a player's turn, they will be presented with a multiple-choice trivia question, which they must answer within the span of 20 seconds. A player will answer their trivia question by navigating their character, using the arrow keys, to the area of the screen that corresponds to their letter choice, and then pressing the enter key to lock their answer in. A player must lock their answer in before the 20 seconds is over. If the player answers incorrectly, their turn is over and play passes to the next player; if they answer correctly, they may continue answering questions until they either get one wrong or they successfully reach the next area (this will require three questions under normal circumstances). If a player is able to correctly answer all their questions for an area in a single turn, they will receive a boon, which is chosen at random and awarded to the player immediately. Boons include:

Redemption: allows a player to continue their turn even if they get a question wrong (although they will still need to answer the question to continue)

Challenges: allows the player to add one trivia question to an opponent's current area (for example, if a player that has three questions to answer in their current area is challenged, they will now need to answer four questions to advance to the next area.

Transport: reduces the number of trivia questions a player needs to answer in their next area by one.

Duel: A player can choose to duel an opponent by answering trivia questions until one player answers incorrectly, starting with the target. The winner of the duel will receive half of their opponent's redemption (rounded up 1 for an odd number of redemptions). If the player chooses not to duel, they simply receive one redemption. Both players must have at least one redemption to duel.

Delay: player can target an opponent to lose a turn

Stumble: player can target an opponent to move backwards one area

Backtrack: obtainable only by the player in last place, this allows a player to target an opponent that is ahead of them to move backwards. The number of areas back they will have to move is half the difference between the player and the opponent they target.

All boons will be used immediately except for Redemption which can be stored.

If multiple players reach the Promised Land on the same turn, then they will take turns answering trivia questions to determine the winner. A player is eliminated from the winners' competition if they answer incorrectly and at least one other player answers correctly (if all players answer incorrectly, nobody is eliminated). If players are still competing after they have each answered ten questions, the game is declared a tie and all players yet to be eliminated are declared winners.

During a player's turn, everyone else they are playing with will see what that player sees. All players will see the question and all players will see the character's selection for that question. Once a player selects a choice, all players will see whether the choice was correct or incorrect. If the player answers all the questions of an area in a single turn, all players will be able to see the boon that that player collects. After that is displayed, the boon will be used by the player who collected it. A screen will show who the player decides to use the boon on, and another screen will display what happens to the player who receives the disadvantage. If the boon is Redemption, the player will be able to hold the boon until they answer a question incorrectly and they will be able to see the boon in the bottom of their screen until that player uses it. Once the leading player reaches a new stage, all players will see the accompanying text-based storyline for that 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 whether or not to include storylines and control of the volume of the game. The game is very replayable, because there will be 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.

Story and Narrative

This game follows 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

The characters in Promised Land Journey™ Game are pre-made, wearing ancient attire that is designed by our client. There are eight, diverse characters to choose from, with four female and four male. Each player that is playing the game will choose one character to play with for the entirety of the game.

Levels

The Promised Land Journey™ 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. The number of trivia questions needed to advance may be affected by the other players in the game. These trivia questions are of random difficulty, assigned randomly from a larger pool of questions for that stage. Different stages' trivia questions are not pulled from the same 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. Answering all of a stage's questions correctly in the same turn is rewarded with a usable boon that either affects another player's gameplay or provides an advantage for their own.

User Interfaces

After a loading screen, a menu screen is displayed with a “PLAY” button on it that can be pressed by the user. The next screen asks the user if they want to host a room or join an existing room using a unique code that has been given to them by whoever they are playing with. If the user chooses to host a room, they must set the settings for the room and send the unique code to who they would like to play with. After entering the room, the user must select a character to play with. After all of the players have selected their characters and pressed the “READY” button, the game begins by displaying a screen of the rules of the game. Once all players have pressed “READY” on the rules screen, all players are shown the text for the first storyline of the first stage. For each storyline, there is a button that allows you to skip the storyline. After the storyline, Player 1’s turn is announced. A screen is displayed that is split into a top half and a bottom half, which all players will see. In the top half of the screen, a trivia question is shown with four answers, labeled “A”, “B”, “C”, and “D”, underneath the question. In the bottom half of the screen, an area is displayed with four large circular places that have either an “A”, “B”, “C”, or “D” written in them, like large, circular pits of colored dirt. The player must use the arrow keys to move their character to the place that matches the answer they want to select. There is a timer in the top left corner of the screen that shows the time left for Player 1 to answer its question. Once a player moves their character to a place that corresponds to an answer, they must press Enter on their keyboard to lock in their answer. Text is displayed over the screen that tells all players whether the chosen answer is correct or incorrect. If the answer is correct, the next trivia question for that stage is shown. Once the player has answered three questions correctly in a stage, the next stage is displayed on the screen, and the storyline for that stage is displayed after. The storyline is only displayed once for each stage. If the answer is incorrect, the correct answer is displayed and a screen displays that it is the next player’s turn. If a player answers three questions correctly in the same turn, a screen pops up displaying the boon that the player has collected as a reward. This boon will be stored at the bottom of that player’s screen if it is a Redemption. If it is not a Redemption, this boon will be instantly played on the current player or the player of the current player’s choosing. A screen will display the result of the boon’s advantage or disadvantage on the player that it has been played on. Then, the game will continue with the next player’s turn. At almost all times, there is a minimap in the top right corner of the screen that shows all of the players’ positions in the game. This process repeats for all stages of the game. Once three questions of the final stage are correctly answered by any player, the game is over. The screen displays the winner of the game.

Content Additions

Feedback for the Player

The player will know whether they are doing well in the game based on their progress which is shown in the minimap in the top right corner of the screen. A clear “CORRECT” or “INCORRECT” sign will let the player know whether they answered a question correctly or incorrectly. A sign will alert all players when a player moves on to a new stage.

Data Collection for the Administrator

Deployment