Pop Quiz Showdown

Group 7

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Big Idea

Player is the giving out the exam paper to the students(enemy) by a **fun** and **simple** clicking combination with different keystrokes. Just like Street Fighter, instead of shooting “**Hadouken**”, now you are firing **EXAM SHEETS**!

How to play? Very **Simple**!
Earning EXP -> Upgrade skills -> Sending out longer/multi exams at once.
Student finishes your questions = You Losing Health

Pop Quiz Showdown

Gameplay Walkthrough

Roles: Player -> teacher, Enemies -> students

How to Play:

- Basic Controls:
  - ❏ Click or tap to throw exam sheets
  - ❏ Use key combinations to launch advanced exams -> **longer time** to finish
- Goal: Keep students from finishing exam papers. Complete papers -> **lose health**

Progression / Passive Income System:

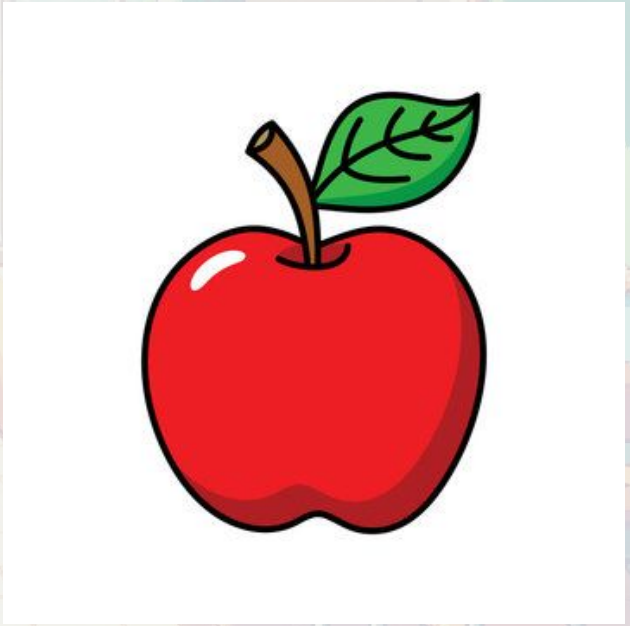
- Earn EXP
- Unlock/Upgrade Skills
- Automatic Distribution

Art - Characters

Teacher:

Student:

Health Bar:



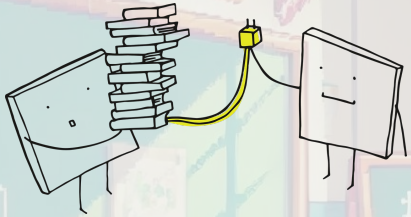
Features

- Simple Mechanics - Easy for players to understand
- Progression System - Upgrading and unlocking abilities/items gives sense of engagement and achievement
- Idle/Passive Income - Rewards based on time not actively clicking, maintaining long-term interest
- Flexible Themes - Flexible design
- Satisfying Feedback - Animations, colors, sounds give immediate satisfaction

Risks

- Repetitive Gameplay - Risk of becoming boring if not enough variety or progression
- Balancing Difficulty - Finding right progression rate before next upgrade
- Retention - Long-term engagement is important
- Scope Creep - Many opportunities for “What if we add _____?”

TimeLine



Oct 10-14
Game Pitch

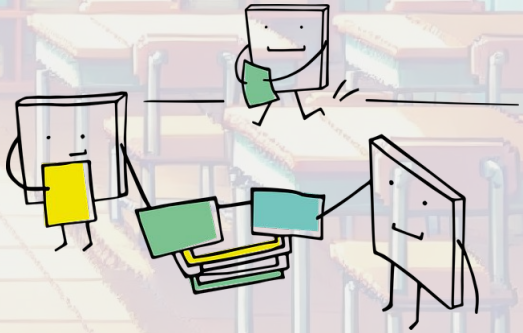
Oct 19-24
Core Mechanic Development

Oct 29 - Nov 7
Prototype Testing

Prototype Submission
Nov 8

Nov 9 - 25
Extended Development

Testing and Final Adjustments
Nov 26 - Dec 5



Dec 6
Beta Submission

Thank You

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