

Goal:

Create a UI based game for mobile aimed at education

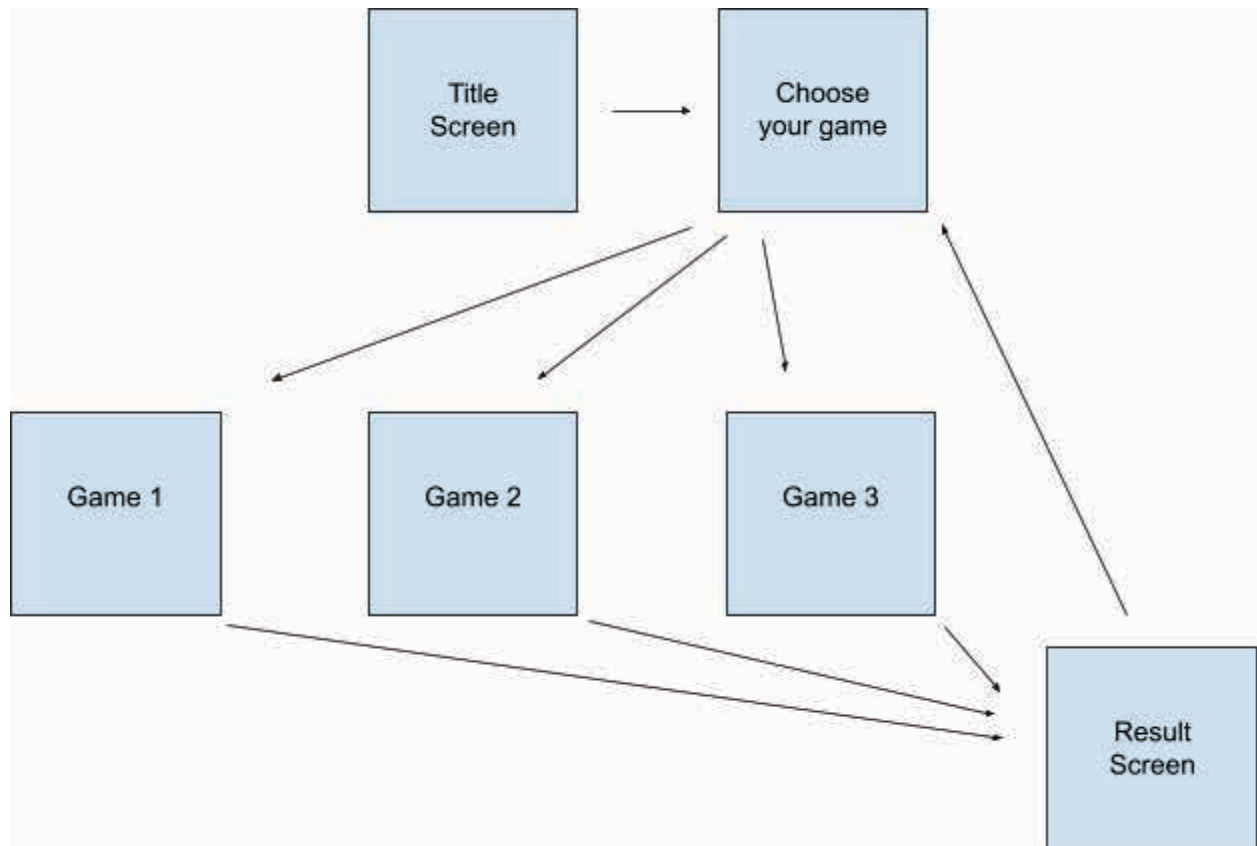
Deployment:

PC - required

GooglePlay, IOS - optional

Build Time:

No more than 5 days

Game Storyboard:**Navigation:**

Must be done using UI elements

Art Assets Provided:

None - hop onto freepik.com or another free art asset site. Learn how to take the EPS/Vector assets, turn them into PNG's and they must be added to a sprite sheet. We recommend 2k spritesheets. Here are some examples of the spritesheets that can be assembled and the artboards created afterwards:



Fonts:

Log into dafont.com and choose the fonts you want to use for your game. For mine, I chose Adelia for titles, cheese toast for text fonts.

Audio Assets Provided:

None - hop onto freesound.org and download your sound effects from there. Every button should have a unique sound. Must have background music soundtrack as well.

MVP Requirements:

- Must have at least 3 unique games. Each game can use 1 element below, but cannot be repeated as the main function.
 - Buttons
 - Input Fields
 - Draggables
 - Sliders
 - Toggle Buttons
 - Scrollbars
 - Dropdown menus
- Must have a profile screen that allows you to choose what user and stats saved via player preferences.
- All UI elements that are interactable must be dynamic in style - possess some sort of animation, interaction, particle, glow, blink, sound effect - something to register to the viewer that they pressed the button and are interacting with the game.

Example games:

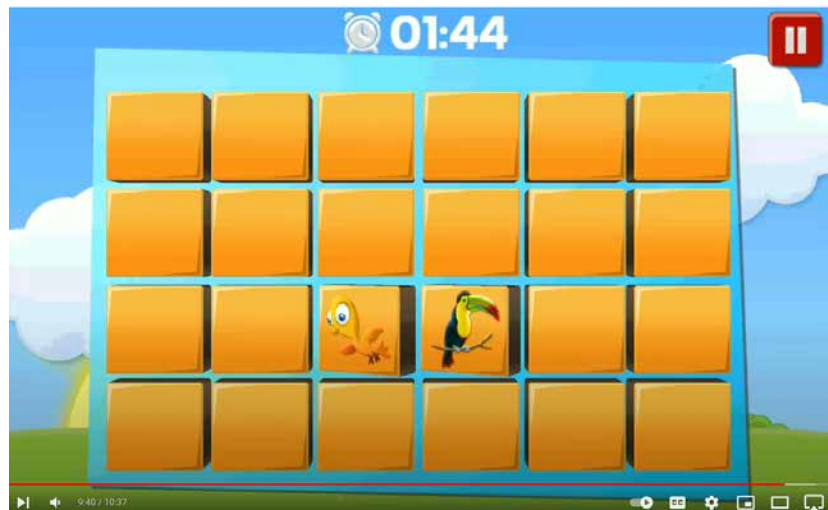
Draggable Addition Problems - drag the correct answer to the location



Pop buttons in order



Match - flip tiles over in pairs to match



Rotate Pipes



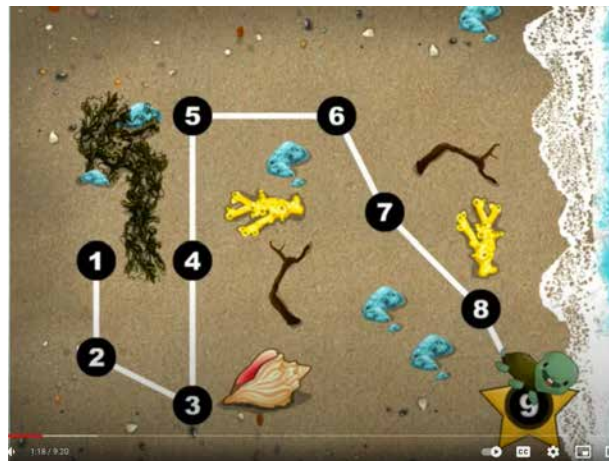
What comes next - pattern recognition dragging icons



Draggable Subtraction Problems



Follow the trail in order



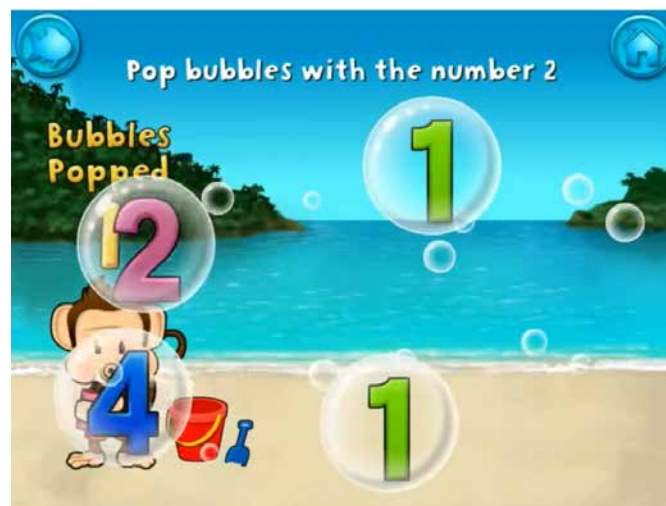
Find the missing number



Identify groups based on count - click the items with the correct item amounts



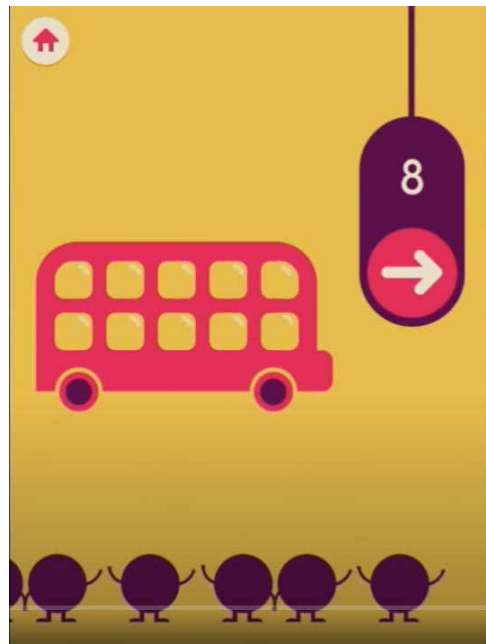
Identify groups based on number



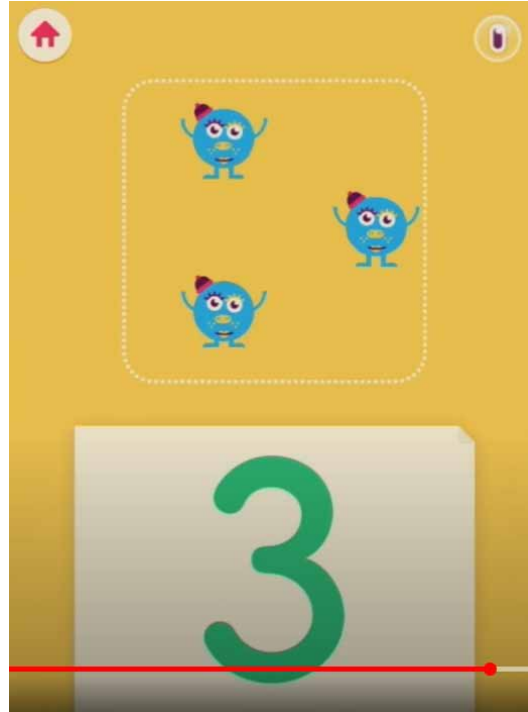
Find the right shape



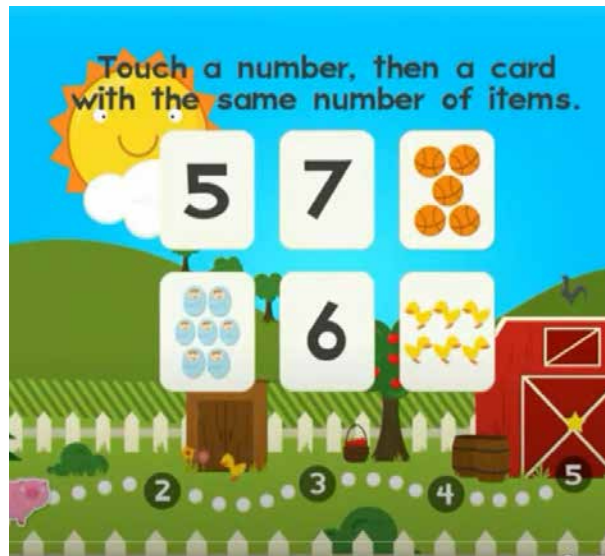
Drag the right objects into the car



Identify the number - choose buttons to pick the appropriate number



Drag number to items



Touch number in order



Identify the count



Which number comes first



Press numbers in order



How many shapes



How many items more to make an item/scale?



What number adds up to?



What to do upon completion

Post game online and present to a Coach. Coach will review the game and will also review your code to make sure it's optimal before moving on to the next course.