**Brain Buddies**

**Team Members**

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**Game Idea**

It is an hyper casual and educational game. Our game is based on memorizing whatever woulde be create by using the game environment opportunities;- a forest fulfilled by trees , letters or numbers on the trees, rocks or at the ground of forest -;to memorize the required word/number to be written. When the game has started a word will appear ;-depending on the age and level difficulty-; between 2 seconds and 2 minutes on the screen; then game environment will appear and the player should find whatever it is required ;

* If it is one word such as ‘SCHOOL’ , the player shoıuld find from the game environment the letters “S”,“C”,“H”,“O”,“O”,“L”
* İf it is a number or number combination, the player shoud collect the correct numbers from the game environment .

**Genre:** Educational and hyper casual game

**Technical characteristics**: 2D game – Web based but it can be implemented on mobile phones, on smart board, on all kind of touchable devices – Singler player mostly but it coud be organized by the teacher in order to play in collaboration.

**Decision Process** : A google document by offering 5 days to input the game ideas (at least 1 idea per person was our rule and ) was created to collect the ideas. We proposed more than 1 idea and at the end of the one week all the collected ideas were evaluated according their limitations , difficulties but the most important criteria was to come up with an efficient and effectice playable game to create a game playable,testable, feedback collected to improve our game idea.

* After Brainstorming in a digital platform, it was collected 10 game ideas With a zoom conference and by discussing related to the primciples of Analythic Hierarchy Process was used to eliminate the unreasonable, unapplicable ideas and decided the game idea named “Catch&Create for now perhaps we can chsnge ythe game name later.