**Education Game Detailed Outline**

**Opening Menu** – Abby

**Interview Video** – Abby

**Level 1** – Brian

Collecting

There will be three backgrounds, each containing three items to collect. There should be an arrow on the right-hand side of each page, which the player will click to move on to the next background.

Each object, when the player clicks it, should open the book and the object, text, and voiceover should appear/play on the book’s pages. I would like for the book to have outlines or shadows of the images that the player has not yet collected and for the player to be able to click through the pages of the book to see what items remain.

The book should have one item per page, and you should be able to see two pages per screen, so there will be five screens. Once all nine items for the level have been collected (9 of 10 book pages), a button on the tenth page should lead them into the mini-game. Let me know if that makes sense.

This will all be exactly the same for the collecting portion of each level. Let me know if this makes sense/what needs clarifying. Also, hypothetically if for some reason I scale back and let’s just say have only two objects for one of the backgrounds instead of three, would that be easy enough to change? Three backgrounds and three objects per each is the plan and also the maximum, but it might be helpful for me to know!

Mini Game – Beat Making

The screen should be set up with four tracks (horizontal bars) and a bank on the right hand side of blocks – each one plays a different loop. The player should be able to drag the blocks they want into the tracks. There should be a play button too to hear what they have selected all together. When they are done there should be a “done” or a “save” button. When they press it the song they made should play through once and then they should be taken to the next level.

**Level 2** – Brian

Collecting

[Same as Level 1 Collecting]

Mini Game – Rhyming Lyrics

This will look similar to the beat making mini-game. The screen will look like a blank notebook page and on the right will be a bank of lines. When they drag a line over to the notebook, the voiceover should play once. The next line they drag over has to rhyme with the previous line. If it does not rhyme it shouldn’t appear on the notebook page. Once they have selected the lines that they want, again, there should be a “done” or “save” button. They should hear the voiceover for the whole poem/rap play through and then be brought to the next level.

**Level 3** – Brian

Collecting

[Same as Level 1 Collecting]

Mini Game – Opening Act

Would it be possible for me to start this game with a little animation that I’d make (maybe 2ish seconds) and then automatically go into the mini-game? Let me know.

This one will be a view from on stage at a concert. The player is tasked with introducing the main act. Again, there will be a bank of lines to choose from on the right. When they select a line, the voiceover will play automatically, followed by an audience cheer. They shouldn’t be able to select a line more than once. With each line the audience cheering should get a little louder. Once they’re done introducing they should click on an object (I’ll have it look like a DJ set up) to play their song which will be the lines of the poem they selected in mini-game 2 overlaid on the beat they created in mini-game 1. Once it plays through there will be cheering and there should be an automatic transition to the music video.

Does that make sense?

**Music Video** – Abby

**\*Other Notes:**

There are two things I realize I forgot to mention in our meeting yesterday:

1. Maps! How could I forget?! I was planning on putting a map between each level with the corresponding area highlighted. It would essentially just be a screen with a button to go to the next section. I can make these and put them before each of the three levels. How does that sound?
2. The cardinal! I am planning on having a cardinal in the bottom left corner of the screen to give some guiding instructions. The way I’m envisioning it, when the player goes to a new level or mini-game the cardinal will have a speech bubble with instructions and once the player clicked through the instructions/on the speech bubble, it would go away. If this is too much on top of what you already have to do, no problem. I feel fairly confident that I know how to do this or even a way around it. Just let me know.