



1, 2, 3, Learn With Me!

by

Team Beni

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Version History

<u>Version</u>	<u>Change log</u>
V1.0	<ul style="list-style-type: none">Initial Draft
V1.1	<ul style="list-style-type: none">A master level is now in the planning stages, as shown in the IPM chart. The master level would be a quiz that combines all six levels into one final challenge for completion. Added new art assets based off of HUD layout.

Game Overview

1, 2, 3, Learn With Me! is a 2D point-and-click learning game for ages 2-5. Players choose between multiple identification mini-games, testing their skills with numbers, letters, and colors with the help of Beni Bear. Beni Bear is a teddy bear that guides the player through instructions and gives feedback on whether player's answers are correct or not. Due to the nature of this game, it doesn't have a definite end where the player has "beaten" it. Winning and losing is on a mini-game-by-mini-game basis. There are two difficulty levels per mini-game type: beginner and advanced.

Win/Lose Conditions

Players win by completing the task Beni gives them within the particular mini-game being played. This ranges from ordering scrambled numbers and letters in a sequence to mixing primary colors together to make other colors. Players are rewarded for successfully completing a level with a silver or gold star on their goal chart. This goal chart would be a 3 x 4 chart accessible from the main menu, with the tiles "Beginner" and "Advanced" on the top and "Letters," "Numbers," and "Colors" in the left column.

The only way a player can lose is by giving up on a mini-game. The player has indefinite attempts to complete a task Beni gives them, but they are given the option to return to the menu and choose a different mini-game or play the same mini-game but with a different prompt (example: a new set of scrambled numbers to order).

Game Controls

Players interact with the game with mouse clicks, or in the case of a touch screen, finger taps. This covers both in-game interactions, as well as navigating the menu.

Game Mechanics

All mechanics function through point and click.

Ordering

Numbers and Letters (Beginner Levels)

- Randomly generated numbers and letters load into the game in a scrambled order in fixed positions on the screen. Beni instructs the player to put the numbers/letters in order.
- Players can arrange them in correct order by clicking/finger tapping on them one at a time.
 - When each is selected:
 - Beni Bear gives audio feedback on if the player's selection is correct or incorrect.

- If the player's selection is correct:
 - This is reflected in the HUD – numbers/letters float down to fill in blank spots in order.
 - The player receives a silver medal on their goal chart.
- If the player's selection is incorrect:
 - Beni prompts them to try again.
 - After three failed attempts have been made, Beni repeats the instructions.
- If 15 seconds have passed without player interaction:
 - Beni repeats instructions.

Identification/Matching

Numbers (Advanced Level)

- Randomly generated numbers load into a set up equation (ex. “ $1 + 2 = \underline{\hspace{1cm}}$ ”), as well as an answer bank. Beni instructs the player to select the correct number from the answer bank to fill in the equation.
 - When each is selected (through clicking/finger tapping):
 - Beni Bear gives audio feedback on if the player's selection is correct or incorrect.
 - If the player's selection is correct:
 - This is reflected in the HUD – a star appears on screen to signify the completion of each individual equation.
 - The player receives a gold medal on their goal chart.
 - If the player's selection is incorrect:
 - Beni prompts them to try again.
 - After three failed attempts have been made, Beni repeats the instructions.
 - If 15 seconds have passed without player interaction:
 - Beni repeats instructions.

Letters (Advanced Level)

- A word will be picked out of a predetermined list and will appear on screen missing one of its letters (ex. c_t, with the answer as cat). Along with the word will be an accompanying picture and an answer bank of different letters. Beni will say the word aloud and ask the player to fill in the missing letter.
 - When each is selected (through clicking/finger tapping):
 - Beni Bear gives audio feedback on if the player's selection is correct or incorrect.
 - If the player's selection is correct:
 - This is reflected in the HUD – a star appears on screen to signify the completion of each individual word.
 - The player receives a gold medal on their goal chart.

- If the player's selection is incorrect:
 - Beni prompts them to try again.
 - After three failed attempts have been made, Beni repeats the instructions.
- If 15 seconds have passed without player interaction:
 - Beni repeats instructions.

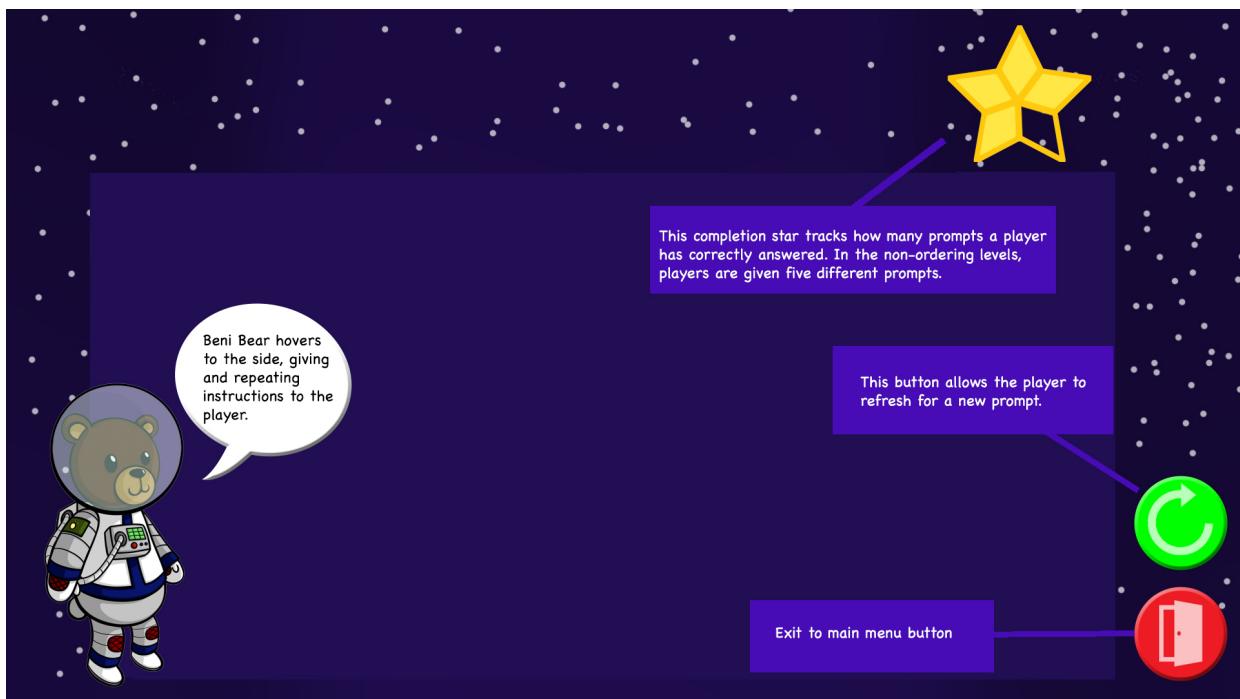
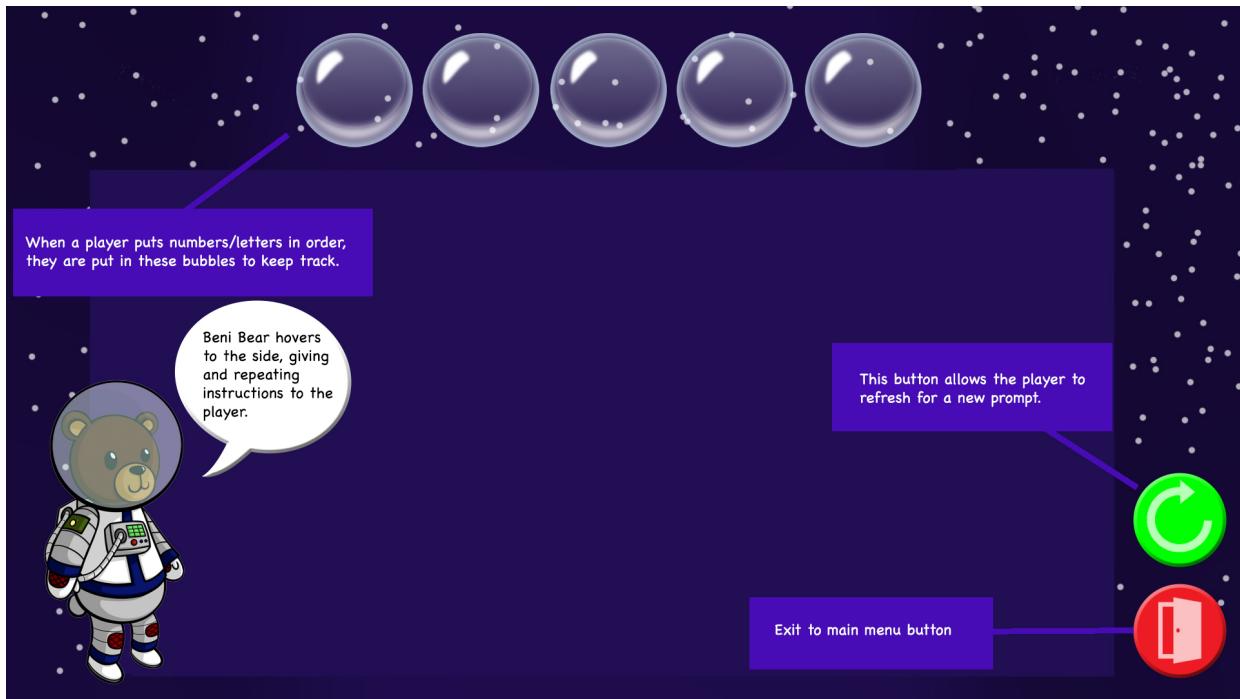
Colors (Beginner Level)

- Three different pictures of objects will be picked out of a predetermined list, as well as a color. The word of the color will appear on screen and will be read aloud by Beni. Beni will then instruct the player to choose which of the three objects is that color.
 - When each is selected (through clicking/finger tapping):
 - Beni Bear gives audio feedback on if the player's selection is correct or incorrect.
 - If the player's selection is correct:
 - This is reflected in the HUD – a star appears on screen to signify the completion of each color prompt.
 - The player receives a silver medal on their goal chart.
 - If the player's selection is incorrect:
 - Beni prompts them to try again.
 - After three failed attempts have been made, Beni repeats the instructions.
 - If 15 seconds have passed without player interaction:
 - Beni repeats instructions.

Colors (Advanced Level)

- Swatches of different colors will appear on screen (perhaps, visually, this could be represented with different blobs of paint on an artist palette), as well as a single color prompt. Beni will read the color prompt aloud, and then instruct the player to choose the two colors that need to be mixed in order to create the color in the prompt.
 - When each is selected (through clicking/finger tapping):
 - Beni Bear gives audio feedback on if the player's selection is correct or incorrect.
 - If the player's selection is correct:
 - This is reflected in the HUD – a star appears on screen to signify the completion of each color prompt.
 - The player receives a gold medal on their goal chart.
 - If the player's selection is incorrect:
 - Beni prompts them to try again.
 - After three failed attempts have been made, Beni repeats the instructions.
 - If 15 seconds have passed without player interaction:
 - Beni repeats instructions.

HUD Layout



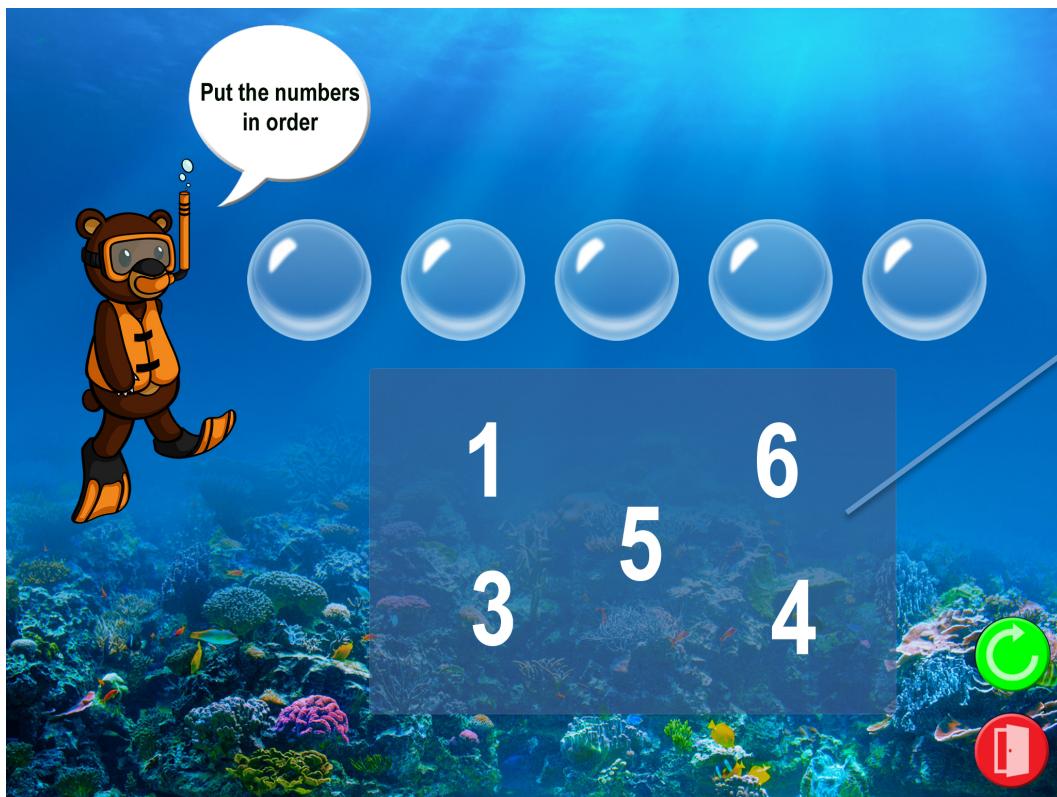
Important to note: Some of the assets in these layouts are not the final art for the game. They are here just to convey what the set up of the interface would look like. This also applies to the level layouts.

Level Layouts

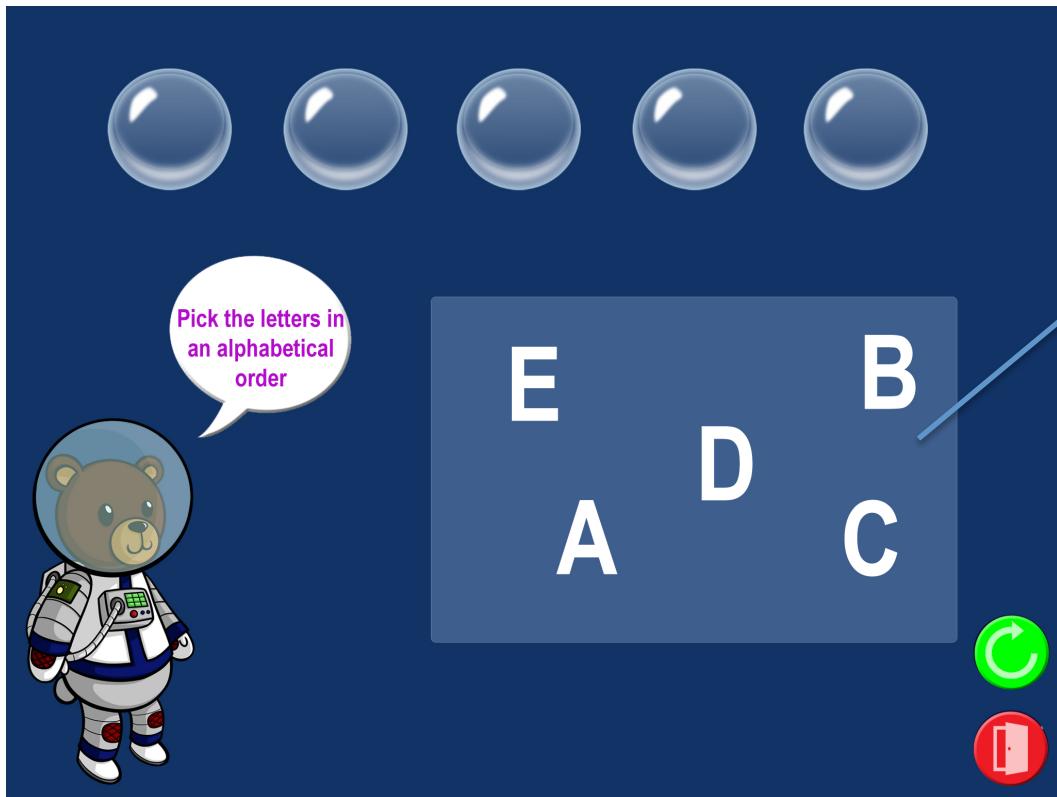
Main Menu: Though this doesn't count as a level per say, including a menu as one of our game states was important to allow the player to move from mini-game to mini-game as they please.



Beginner Numbers:

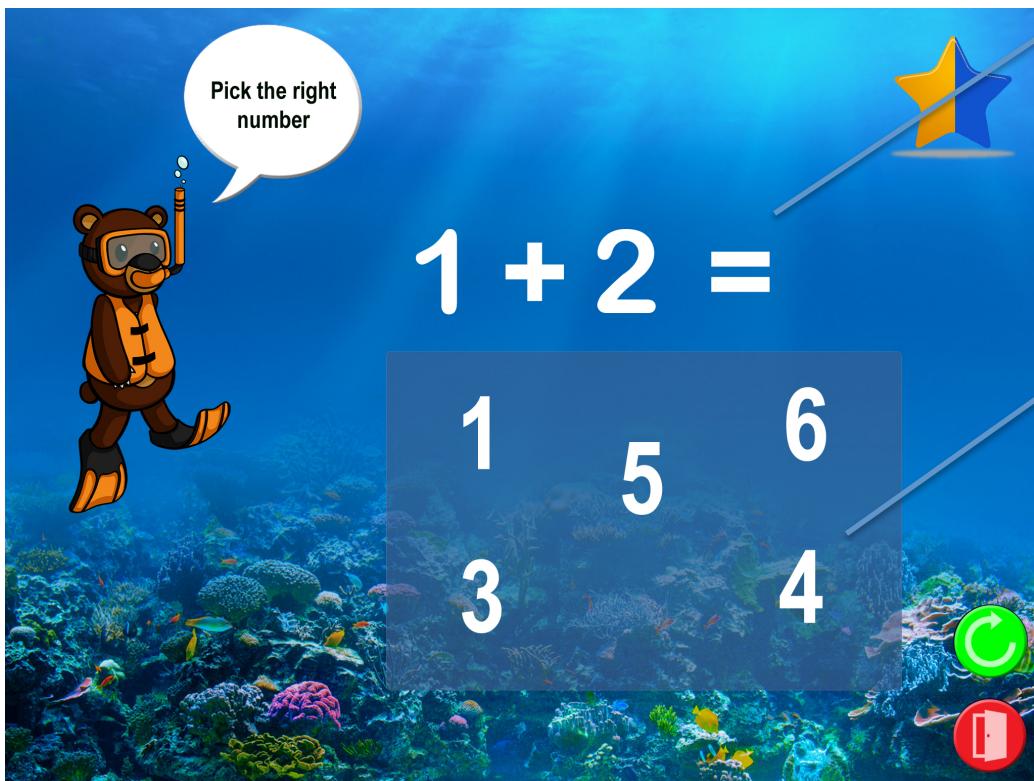


Beginner Letters:

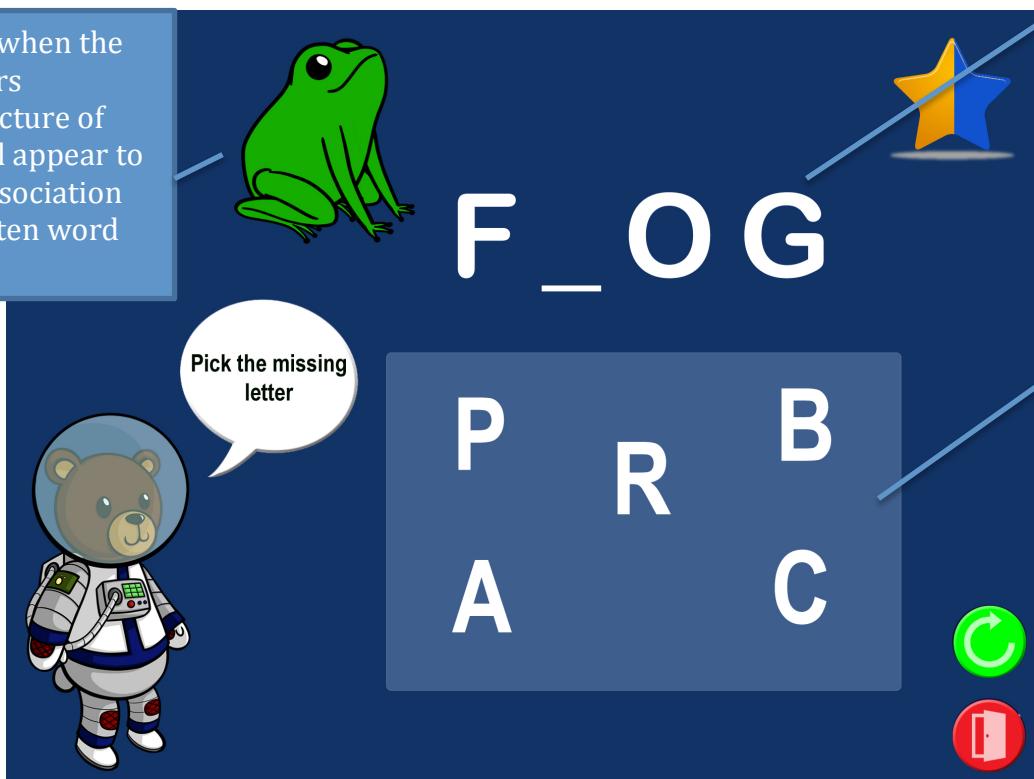


Beginner Colors:



Advanced Numbers:

Number prompt

Answer Bank/
Interactive numbers**Advanced Letters:**

Letter prompt

Answer Bank/
Interactive letters

Picture cue – when the player answers correctly, a picture of that word will appear to further the association between written word and object.

Advanced Colors:

Mixed color prompt

Answer Bank/
Interactive primary
colors**IPM Chart**

	Introduction	Practice	Mastery
Numbers	Level 1: Beginning Numbers	Level 2: Advancing Numbers	Quiz: 6 Questions
Letters	Level 1: Beginning Letters	Level 2: Advancing Letters	1 for each level
Colors	Level 1: Beginner Colors	Level 2: Advancing Colors	Reviewing key learning concepts

Asset List**Programming**

- Animation Scripts (Idle animations, "hint" animations, "success" animations)
- Random number, letter, word generations

- Validation Scripts (If choices are correct)
- HUD Scripts

Art

- Beni Bear
 - Idle Pose
 - Astronaut suit overlay (floating)
 - Scuba diver overlay (floating)
 - Artist overlay (waist up)
 - Paw for mouse click
- Level Backgrounds
 - Space
 - Ocean
 - Art studio
- Collectibles
 - Numbers
 - Letters
 - Colored objects (paintings on an easel)
 - Color swatches
- HUD
 - Completion Star
 - Number/letter bubbles for the scrambles
 - Exit button
 - Refresh button
 - Silver and gold medals for goal chart

Audio

- Introduction to game
- Instructions per each game type
 - Letters
 - Numbers
 - Colors
- Feedback for answers
 - Correct
 - Incorrect
- Prompt for wait time
- Background Music

Level Design

- Space Level (Letters - Beginner)
- Space Level (Letters - Advanced)
- Ocean Level (Numbers - Beginner)
- Ocean Level (Numbers - Advanced)
- Art Studio Level (Colors - Beginner)
- Art Studio Level (Colors - Advanced)