Instructions

Objective: Individually create a detailed design treatment for an original board game, covering the concept, gameplay mechanics, visual style, target audience, and inclusivity features. This foundational work will lead to further development phases.

1. Work on the below tasks (recommended to do in the order provided). 2, After you have the core concepts/sketches seek external feedback from 3 different people, preferably people from your target audience
2. Once all items are filled out, ensure this worksheet is saved and explore the PDF
3. Upload the PDF to a branch called `DesignTreatment` on GitHub
4. Create a pull request to main, and complete the merge
5. Upload the same PDF to Canvas

Section #1: (2 pts.) Crafting The Game Treatment

Task #1 (0.00 / 0.29 pts.) - Possible Title(s) of the Game

Weight: *14.29%*
Objective: *Possible Title(s) of the Game*
Details:

- Propose fitting title(s) reflecting the game's essence
- Explanation of title(s) choices

≡. **Text Prompt**

Your Response:

Regarding the title of my game, I am looking for titles that are similar to the phrase "lost in space," this is because my game will revolve around an astronaut who is lost in our solar system and needs to return to Earth. At the moment, I have chosen the title, "Floating Far from Home."

💾 Saved: 2/26/2025 12:21:43 PM

Task #2 (0.00 / 0.29 pts.) - Game Setting

Weight: *14.29%*

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

≡ Text Prompt

Your Response:

Regarding the setting of my game, I am planning on making my game take place in outer space. More specifically, our solar system. The player, who will be an astronaut, is lost in our solar system and needs to return to Earth, hence, the player will need to transport from one planet to another to reach their destination. The plan is to showcase the majority of the planets.

💾 Saved: 2/26/2025 7:12:07 PM

Task #3 (0.00 / 0.29 pts.) - Game Characters

Weight: *14.29%*

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

≡ Text Prompt

Your Response:

Regarding the characters, I am planning on making only one character since I would like to make this game a single-player game. This character is a clumsy astronaut, who gets lost in our solar system and needs to return to Earth. For more details regarding this character, I would like to name this character "Clumsy Carl."

💾 Saved: 2/26/2025 12:23:59 PM

Task #4 (0.00 / 0.29 pts.) - Game Theme

Weight: *14.29%*

Objective: *Game Theme*

Details:

- Thoroughly describe the theme

≡, Text Prompt

Your Response:

Regarding the theme of my game, I would like to make this an educational game with a mixture of mostly science fiction and a bit of fantasy. Clumsy Carl is lost in our solar system, more specifically, Clumsy Carl's spaceship breaks down on Neptune, and the only way the spaceship can operate again is for us, Clumsy Carl, to answer astronomy-related multiple-choice questions accurately to return to Earth.

💾 Saved: 2/26/2025 12:42:04 PM

Task #5 (0.00 / 0.29 pts.) - Game Story

Weight: *14.29%*

Objective: *Game Story*

Details:

- Thoroughly describe the story

≡, Text Prompt

Your Response:

During the year 3050, an astronaut named Carl; was assigned to visit our solar system, more specifically, Neptune in search of extraterrestrial life. However, when Carl enters Neptune, he presses and messes with

some of the controls of the spaceship that was given to him, hence the name "Clumsy Carl" is given. Due to his poor behavior, the spaceship breaks down and Carl is unable to return to Earth.

Task #6 (0.00 / 0.29 pts.) - Objectives and Conflicts

Weight: *14.29%*

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

≡, Text Prompt

Your Response:

After Clumsy Carl breaks down the spaceship that was given to him, he is struggling to return to Earth. Now it is our job, to assist Clumsy Carl to return to Earth. And the only way to do that is to answer astronomy-related multiple-choice questions. As you answer an astronomy-related question accurately, the spaceship will gain some power and will transport Clumsy Carl to a planet that is closer to Earth. For example, if you are on Neptune and you answer a question correctly, you will be transported to Uranus, and if you are on Uranus and you answer a question correctly you will be transported to Saturn, and so forth. However, if you do not answer a question correctly, you will be transported back to the planet that you were before and if you are on Neptune, nothing happens to you.

Task #7 (0.00 / 0.29 pts.) - Game Mechanics

Weight: *14.29%*

Objective: *Game Mechanics*

Details:

- List each mechanic with supporting details to clearly portray the mechanic

≡, Text Prompt

Your Response:

Regarding the game mechanics, the first game mechanic will be the astronomy-related multiple-choice questions. The questions will get more and more difficult as the player answers them correctly. Along with the questions, I am also thinking about adding a time limit to each of these questions. For instance, the more difficult the question, the fewer amount of minutes to answer that question.

💾 Saved: 2/26/2025 7:19:59 PM

Section #2: (1 pt.) Target Audience Analysis

Task #1 (0.00 / 1 pt.) - Identify and analyze the game's target audie

Weight: *100%*
Objective: *Identify and analyze the game's target audience*

Details:

- Clearly identify the target audience
- Include analysis of demographics, interests, and gaming habits
- Justification of appeal to target audience

≡ **Text Prompt**

Your Response:

Regarding the target audience, I would like to direct my game toward middle school students, for grades sixth through eighth. The questions, along with the time limit that comes along with them, will be at the level that middle school students can comprehend and answer. The appearance of the game will also be at a level that is most appropriate for middle school students.

💾 Saved: 2/26/2025 7:30:46 PM

Section #3: (1 pt.) Accessibility And Inclusivity Strategies

Task #1 (0.00 / 1 pt.) - Outline strategies to make your game acces

Weight: *100%*

Objective: *Outline strategies to make your game accessible and inclusive*

Details:

- Include considerations for diverse abilities
- Outline inclusivity strategies for a wide audience
- Discuss implementation of noted inclusivity strategies without compromising gameplay

≡, Text Prompt

Your Response:

Regarding strategies, since my game will be more of a learning/educational game, the best strategy for the players is to educate themselves concerning the subject of astronomy. I might also think about adding hints/clues if the player is stumped on a question. However, I might only allow two to three hints per question to make the game more appropriate for middle school students.

💾 Saved: 2/26/2025 7:56:19 PM

Section #4: (2 pts.) Pitch Preparation

Task #1 (0.00 / 2 pts.) - Pitch

Weight: *100%*

Objective: *Pitch*

Details:

- Summarize concept and theme
- Compellingly highlight target audience and unique selling points
- Emphasize how the game stands out in the current market

≡, Text Prompt

Your Response:

During the year 3050, an astronaut named Carl; was assigned to visit our solar system, more specifically, Neptune in search of extraterrestrial life. However, when Carl enters Neptune, he presses and messes with some of the controls of the spaceship that was given to him, hence the name "Clumsy Carl" is given. Due to his poor behavior, the spaceship breaks down and Carl is unable to return to Earth. Now it is our job, to assist Clumsy Carl to return to Earth. And the only way to do that is to answer astronomy-related multiple-choice questions. As you answer an astronomy-related question accurately, the spaceship will gain some power and will transport Clumsy Carl to a planet that is closer to Earth. For example, if you are on Neptune and you answer a question correctly, you will be transported to Uranus, and if you are on Uranus and you answer a question correctly you will be transported to Saturn, and so forth. However, if you do not answer a question correctly, you will be transported back to the planet that you were before and if you are on Neptune, nothing happens to you. As you answer each question correctly, the questions become more and more difficult with a shorter and shorter time limit attached to them. Fortunately, there will be roughly two to three hints provided for each question.

💾 Saved: 2/27/2025 9:36:54 PM

Section #5: (2 pts.) Visualizing The Game Concept

Task #1 (0.00 / 2 pts.) - Sketches/Storyboard

Weight: *100%*
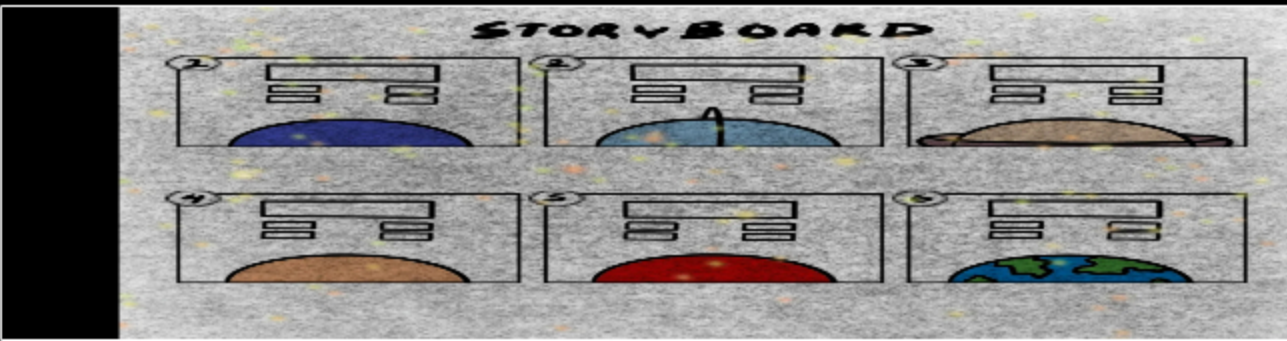**Objective:** *Sketches/Storyboard*

Details:

- Provide at least two sketches
- Sketches should accurately represent the game's concept and theme
- Sketches/storyboards should be coherent with game's style and theme

🖼 Image Prompt

Game Sketch

Storyboard

💾 Saved: 2/26/2025 9:14:38 PM

Section #6: (2 pts.) External Feedback

Task #1 (0.00 / 0.67 pts.) - Feedback 1

Weight: *33.33%*

Objective: *Feedback 1*

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡, **Text Prompt**

Your Response:

The first person that I am getting feedback from is Srinish Seripalli, Srinish is my younger brother. After I had spoken with my brother in regards to my game idea, he said, I could probably make my game a bit more interesting. For example, after the player answers a question correctly, they would have to engage in an activity where they would use certain keys or controls to jump over or dodge any asteroids or comets that may be hurdling toward them.

Task #2 (0.00 / 0.67 pts.) - Feedback 2

Weight: *33.33%*

Objective: *Feedback 2*

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡✎ Text Prompt

Your Response:

The second person that I am getting feedback from is Kalpana Seripalli, Kalpana is my mother. After I had spoken with my mother regarding my game idea, she said, I could probably add certain questions that could make my game more interesting. For instance, from time to time, I could add special questions where if the player answers them correctly, they will be able to transport to two planets ahead instead of just one.

Task #3 (0.00 / 0.67 pts.) - Feedback 3

Weight: *33.33%*

Objective: *Feedback 3*

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡✎ Text Prompt

Your Response:

The third person that I am getting feedback from is Mohan Seripalli, Mohan is my father. After I had spoken with my father regarding my game idea, he said, I could probably add some collectibles which could help

with my father regarding my game idea, he said, I could probably add some collectibles which could help motivate the players. For example, depending on the difficulty of the question and the limited amount of time, a certain amount of gold stars could be awarded to the player. These gold stars can translate into a "high score" system towards the end of the game, having high scores can help motivate the player to play repeatedly and beat their score the next time.

Saved: 2/27/2025 9:56:29 PM