IDIOT TEST

GAME DESIGN DOCUMENT

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INTRODUCTION

There are several puzzle based games which actually helps the player to grow their IQ so does this game but with a different approach. Here player increases their IQ level by getting tested for it i.e. Players are asked certain questions where their presence of mind is checked and they are rewarded for it accordingly. Here the player has to answer some really funny, idiotic yet genuine questions which require the player presence of mind and wit thus giving out a hilarious yet quite intimidating learning experience in a fun way.

This game is based on solving the IQ related questions where players have to avoid getting ridiculed and becoming a certified 'Idiot'. The perks in this game are that the questions are simple yet complicated at the same time as the process of solving these questions is quite tricky and one must have a real patience and presence of mind with a real quick thinking ability to analyze the correct answer and complete the question to move forward in the game.

It is a 2D IQ based game which is being developed on Unity game engine and will be released on platforms such as :

1. **iOS**
2. **Android**
3. **Windows**

Target Audience

This game has a diverse target audience as this game is basically based on following, selecting and sorting the right thing from the wrong which can be done by any ordinary mindset person until and unless someone is a special case. But due to age restrictions for the use of mobile devices we are setting the age limit above 3 years of age as its the most suitable age for a human brain to remember and differentiate the right thing and wrong.

ABOUT GAMEPLAY

- The gameplay of the game is quite simple yet unique. Player has to select the correct answer from a random set of questions.
- The main modes that are available in the game are:-
    - **Regular Mode**
    - **Multiplayer Mode**

Regular Mode

- In this mode, the player has to answer certain sets of questions to win the game
- There is a total of 250 questions out of which 230 questions are normal questions
- Rest 20 questions are custom questions which are asked at the end of every level
- Each level consist of 10 normal questions and 1 custom question
- The custom question must be answered in order to advance/progress to next level
- On answering every custom question player is shown **'Progress Report Screen'** where they can see their overall progress
- Overall progress will show
    - How many **lives earned**
    - How many **questions left**
    - How many questions player has **answered correctly**
    - How many attempts they have **taken to complete the current level**
    - How many attempts they have **taken in the overall gameplay**
- This report will also be shown to player after they restart or fail to complete a question
- Player can re-attempt same level for **7 times straight**
- When player fails to complete the same level for 7 times straight they are ridiculed and shown **'You are an idiot'** certificate
- By default player gets **10 lives** in the beginning of the game
- They are given **5 more lives** on each level completion
- On every wrong answer for any question player **loses 1 life**
- Once player is out of lives they are shown following options as **'Get More Lives'** :
    - **Go back 5 questions and earn 2 lives**
    - **Watch a video ad to earn 5 lives**
    - **Buy more lives using IAP**
- Player can also reset their gameplay data from settings screen which will reset the data of following :
    - **Lives left – restored to 10**
    - **Attempts taken – restored to 0**
    - **Questions left – restored to 250**
- At any point if player switches off the game their current game progress gets saved automatically and they can play again from the point they left the game

Question Patterns for Regular Mode

- There will be total **250 questions** out of which **230** will belong to **17 patterns** and there will be 2**0 custom questions** which won't belong to any pattern
- **Example Patterns**
    - **Pattern 1:** Show a picture, ask a question – Player will have to choose Yes Or No
    - **Pattern 2:** Ask a question, show four answers – Player chooses one
- The remaining questions will have custom pattern and has to be coded individually
- Characters theme will be based on funny and lovely characters
- Game will have Horizontal Locking for a feasible and smooth gameplay experience
- Each question screen will have "pause" control. Upon choosing this it will take player to settings page (only in regular mode)

Note:
All the questions (230 normal and 20 custom questions) needs to be provided by client including their categorization according to the difficulty level and also how it will be divided into different 17 patterns.

Multiplayer Mode

- In this mode player can play against other players online
- Their will a total of 5 questions that will be asked from both the players
- Player with maximum no.of score will win the game
- The scoring is based on these factors :
  - Speed/Time Taken to answer
  - Accuracy
- Player gets a total of 60 seconds to complete the questions
- If player answers the question within that time then they get scored for it
- If player is unable to answer the question within that time then they don't get scored for it
- Player total score is shown after all the 5 questions have been shown to them

Multiplayer Logics

Questions	Total Time
5 Questions	60 seconds

Scoring Formula
Score for each question answered correctly = Score per question - time taken to answer the question
Score for last question answered correctly = Score for the last question - 2 *(seconds taken to answer question)

- On winning in this mode player earns bananas from the other losing player
- At any point if player quits the game unknowingly then they get 10 seconds to rejoin
- If they fail to rejoin within 10 seconds then the other player who is still in game wins and gets all the bananas
- There are further division available in this mode where player can play
  - **Random Mode**
  - **Invite Mode**

Random Mode
- Here player gets to play with different random players
- This mode will be basically based on betting logic where player has to bet certain amount of their bananas to play the game
- Player by default gets 10 bananas in the beginning of the game
- There will be different betting rooms available where player can enter and bet and win bananas such as :

Type of Rooms and AI	
Rooms	**AI**
1 Banana	SHOWOFF
5 Banana	GONECASE
50 Banana	ECCENTRICO
100 Banana	WITTY NUTTY
500 Banana	CEREAL KILLER
1000 Banana	MAGICO

- AI players will be added if there is no online player available in this mode
- AI behavior will vary as per the challenge
- The higher the challenge the smarter the AI

Invite Mode

- Here player can invite their friends via native sharing and social sharing
- Here player can create their own room or join their friends room to play game
- Here player can invite a friend to play by sharing his/her room-id by native sharing. Other player has to put room-id in join room section to connect to the host and start the game
 *Note : Other player cannot join the room if host player leaves the room screen as it disables the room code sent to the other player*
- The gameplay is similar to the gameplay of Random Mode
- Player has to select no. of bananas they want to bet
- But the only difference is player doesn't need to find match or play against AI in this mode
- No other player can join in this room
- Player can also rematch with their current opponent
- Last question doubles the score i.e. last question is a bonus question which gives extra score points to players
- Here player gets to see their scorecard with
  - Player current rank
  - Total no. of bananas player have
  - Screen name and bananas of top players
- At any point player loses their bananas or want to earn more bananas they can
  - Watch a video and win 20 bananas
  - Buy bananas by IAP

GAME CORE LOOP
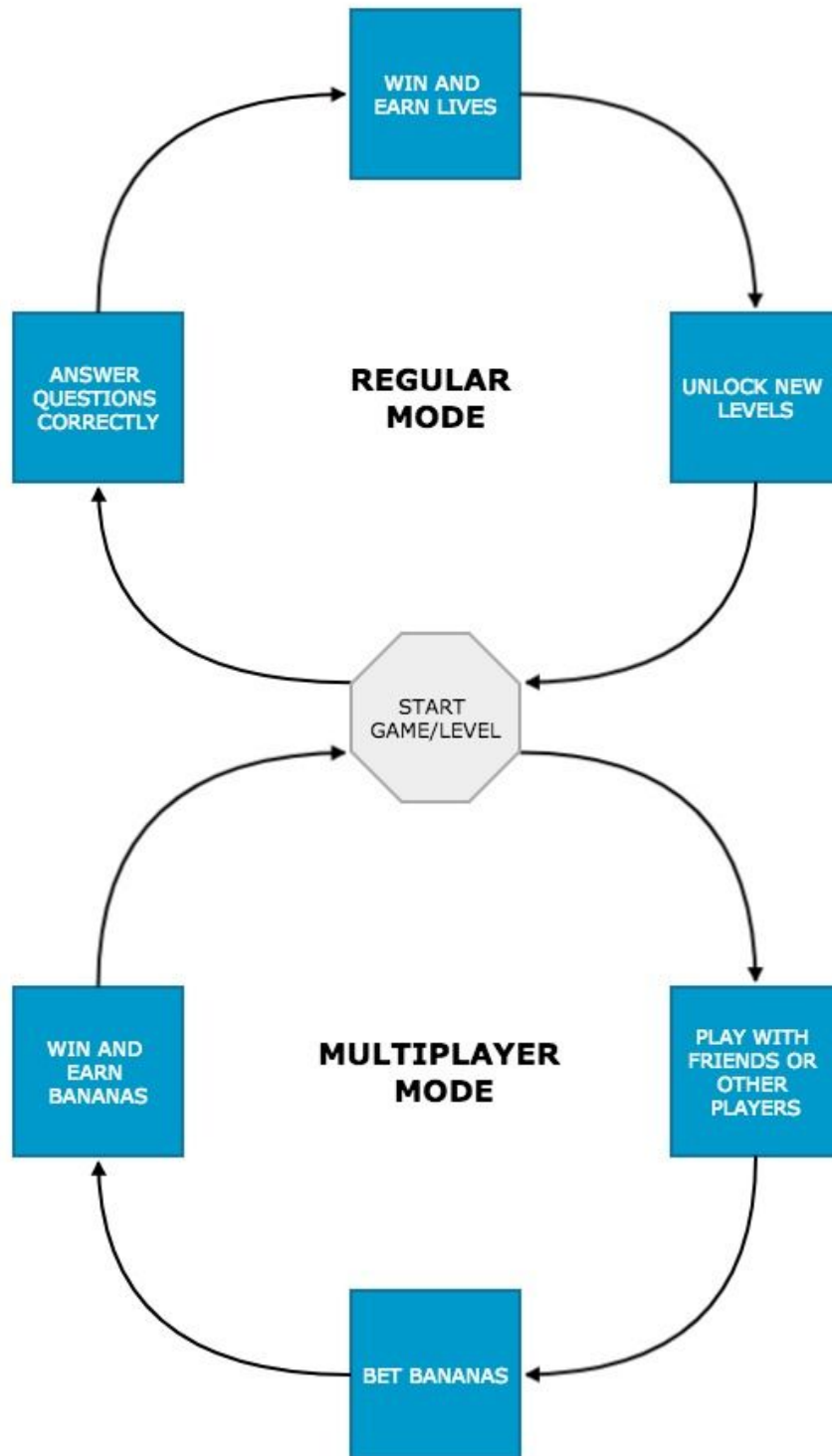
GAME UI FLOW

Here is the link for the detailed UI flow of the game.

IN APP PURCHASES

Currently public ios IAPs should be discontinued. If we detect that the current player has already purchased at least one IAP, enable unlimited lives for that player and also remove ads.

BrainPill IAP
Initial lives 10
2 lives for going back 5 questions
5 lives for watching video
10 lives for sharing and writing review(only once)

IN-APP PURCHASES			
BRAIN PILL(Lives)			
IAP VALUE	IAP NAME	COSUMING VALUE	
0.99$	Buy Brain Pill - 50 lives	Cosumable	Remove Ads
2.99$	Buy Brain Operation - 200 lives	Consumable	Remove Ads
9.99$	Buy New Brain - Unlimited lives	Non - Consumable	Remove Ads

Note: Buying any of the IAP should also remove ads (and should be shown in description)

Banana IAP

IN-APP PURCHASES			
BANANA			
IAP VALUE	IAP NAME	COSUMING VALUE	
0.99$	Buy Banana Plate - 10 Bananas	Cosumable	Remove Ads
2.99$	Buy Banana Basket - 50 Bananas	Consumable	Remove Ads
9.99$	Buy Banana Tree - 250 Bananas	Consumable	Remove Ads
29.99$	Buy Banana Farm - 1000 Bananas	Consumable	Remove Ads
99.99$	Buy Banana Market - 5000 Bananas	Consumable	Remove Ads

Note: Watching video is 2 bananas

ADS MODULES

Ads Modules	
Reward Video Ads	When user taps on watch a video button to earn more lives, bananas or skip a question
Interstitial Ads	TBD

FEATURES

Transition Screens

These are the screens that are not game screens – but screens that help player navigate to different levels/modes, change settings, get extra lives, share with friends etc

- Regular/Multiplayer choice screen (main screen)
- Settings(BackgroundMusic/SoundControl,links   to progress/sharing/highscores/achievements)
- IAP screen
- High score
- Achievements
- Progress Report Screen after level cleared(Only available in regular mode)
- Question Failed (Shown after every time player fails a question in regular mode)
- Failed Certificate (Shown after player fails 7 times in regular mode)
- Passed Certificate (Shown after player passes the entire test in regular mode)
- Get more lives screen(Shown after player loses all lives in regular mode)
- Warning screen(in regular mode only after player loses continuously for 6 times)

Skip a Question

In order to help player progress without getting permanently blocked on a question, we will use "skip" feature. If a player gets a given question wrong twice, an option to skip that question should be provided. If the player skips that question, then one life has to be decremented.

Unobtrusive Pop-ups

Pop ups appear from bottom of the screen for few seconds and disappear. These pop ups appear only in transition screens and either show funny messages or educate the player.

Ask to Write Review

Shown after 25/45/75 questions. Also once player writes the review then they will not be asked again to write a review. User can write review by selecting it from settings screen. Also they get 10 lives for writing a review.
Note: - Neither App Store nor Play Store gives out data of whether player has submitted the review or not. It will only lead player to the review page and player will get 10 lives as soon as they tap on review button

Screen Name

Player will be asked to provide a screen name when they start the game for the first time or we can also reuse native name that is used in Game center etc.
In any case if they skip to do so then they will be asked to provide screen name again when they will upload their highscore.

High Scores

Online high score system will be integrated in the game. We can use native highscore available for each platform.
There will be two types of high scores.
1. Attempts takes to finish all levels
2. Total bananas owned

Achievements

- Achievements are local (not online)
- There will be total 16 Achievements in game

ACHIEVEMENTS LIST			
Achievements Name	**Achievement Description**	**Achievement Reward**	**Game Mode**
Rookie Student	Answer 10 questions without fail	5 lives	Regular Mode
Tiny Brains	Answer 30 questions without fail	10 lives	
Pecky Head	Answer 45 questions without fail	15 lives	
Trick Prick	Answer 60 questions without fail	20 lives	
Rise and Shine	Answers 100 questions correctly	25 lives	
Good Going	Answers 150 questions correctly	30 lives	
Keep it up	Answers 200 questions correctly	35 lives	
You Rock	Answers 250 questions correctly	40 lives	
Is that all	Loses first time in Multiplayer mode	2 bananas	Multiplayer Mode
Struggler	First win in Multiplayer Mode	5 bananas	
Just Give Up	Loses twice in multiplayer mode	10 bananas	
Just Missed	Loses Due to Double Score	15 bananas	
Oppurtunist	Wins with Double Score	25 bananas	
That's the spirit	Defeat 5 players without losing in between	100 bananas	
Victory in name	Defeat 10 players without losing in between	200 bananas	
Tough Gets Going	Defeat 20 players without losing in between	500 bananas	

Native Sharing Integration

Player will be able to customize sharing text while performing native sharing. Sharing will be possible from
- Level cleared screen
- Failed screen
- Failed certificate screen
- Settings screen
- Test completed screen

By default sharing message can be "Hey check this out and try to outsmart me".
And for multiplayer default sharing message can be "Hey let's play and see who's is more smart"

Cloud Based Ads Control

Game will have AdMob as ad provider using which we can control whether to show ads or not and its frequency

Analytics and Crash Reporting

Note: We will only provide the analytics and crash reports which are provided by the 3rd party tools like Google or Flurry or Firebase

Following metrics will be measured on different devices and platforms with country specifications.

Player Activities
- Session length
- Daily/Weekly/Monthly active
- Daily/Weekly/Monthly new player sign ups
- Retention/Churn rate

Multiplayer
- Number of players currently playing
- Multiplayer sessions currently ongoing
- Multiplayer sessions started
- Multiplayer sessions finished

Progress
- Fail rate on each question
- Attempts taken to reach each level IAP
- IAP started (dissected by level, attempts)
- IAP finished Ads
- Video ads started
- Video ads finished
- Chose to go back 5 questions instead of seeing ad

Settings
- Each setting choice should be measured

Sharing
- Only Native Sharing Available
- Sharing option available on
    - Main Menu Screen (For sharing game link)
    - Settings Screen (For sharing game link)
    - Level Completed Screen(For sharing game link)
    - Level Failed Screen(For sharing game link)
    - Failed Certificate Screen(For sharing game link)
    - Test Completed Screen(For sharing game link)
    - Multiplayer Mode - Invite or Join (For sharing player ID while playing with friends)

Review Written
- Whether the player has written the review or not

Localization

The game will not have any localization for time being but it will be developed keeping the future aspects of localization in mind

Art/Sound/Animation Improvements

- The concept is "fun, naughty, funny". Both art and music should bring that out
- Background music will be based on funny theme
- Funny animations when player gets a question wrong, and right
- Screens will have physics/animation such as:
    - Monkey jumping/moving/rotating/falling etc
    - Balloon bursting and falling to ground
    - Ball resizing on touch
- When player answers correctly a appreciation message will be shown to them (like Fantastic, awesome etc) similarly as it happens in " flight control " game

Local Notification

Game will have local notification system where they will get a notification after 3 days , after week , after month etc.

Wishlist

Note: We will only provide the features from the wishlist only if the time & cost allows us at the end of the project.

- Facebook Like - It should be possible to like idiot test facebook page page and earn lives. This is shown after 35/55/85 questions. Track whether player has already used this option