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June 6th, 2022

Game Design I

Professor Seals

Module 2 Game Description

The game that I am developing is primarily designed for elementary level students to practice and develop a sound understanding in the basics of addition, subtraction, multiplication, and division. The title of the game is called, “Cynegetic Arithmetic”. The reason behind the game name is due to the nature of the game. I am developing a shooter-based game where block shaped elements will fall from the top of the grid to the bottom in a similar fashion to Tetris. Inside the block, there will be text that have a formula such as, “2 + 2 = 4”. The player will have to look at each block and see if they can be cleared to pass into the bottom of the screen. A block with a formula such as, “2 + 2 = 5”, will not be allowed to pass to the bottom of the screen and must be shot by the user. If a “bad block” passes to the bottom of the screen the user will lose a life. Once a user loses three lives the game is over.

For the visual elements in the game, I am going for a cyberpunk style game design to entice the user to keep playing and to create a game that is enjoyable for all ages. The title, “Cynegetic Arithmetic”, essential means a hunting math game. This is essentially what the game premise is. The user must find the bad blocks and not allow them to pass through the bottom of the grid. For the music elements I am including a background song, so the player feels motivated and amped up while playing the game. The game will also have a blaster noise whenever the player fires his weapon, an error noise if a bad block passes through, and a game over noise if the player loses all his lives. I believe this game will create a solid grasp of basic arithmetic for a student through memorization, while also having fun in the process. The primary environment I have created this game in is HTML5 and JavaScript using Canvas.