

COMP 5970 Module 2A Design Assignment
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Time's Tickin'

A game meant to reinforce Objectives 2.12.1 & 2.12.3 of the Alabama Course of Study Curriculum Guide.

Objective 2.12.1: Recognize numerals 0 – 60.

Objective 2.12.3: Recognize time on an analog or digital clock to the quarter hour.

The target audience of Time's Tickin' includes second graders and their educators. I'm developing Time's Tickin' in hopes of creating a fun, interactive environment for students to become more familiar with reading time values on analog clocks. Users will have to identify the times on an analog clock, reinforcing Objective 2.12.1 of the Alabama Course of Study Curriculum Guide. Repetitive exposure to clock values is meant to increase the player's ability to quickly read the time regardless of it's presentation.

Upon starting Time's Tickin', the player is presented with a set of eight analog clocks, laid out in rows. The program introduces the game's concept and instructs the user how to format their time input. A countdown of three seconds followed by the word "Go!" informs the player that the game has started. After clicking on a clock, the camera view changes, giving the user a closer look at the time presented. The minute and hour hands of the classroom clock spin around in a fun, animated way, ultimately ending up displaying a specific time. The user is then prompted with a question: "What time does the clock show?". The user can input the time in a few formats. Let's say the time on the clock is 03:30: the user can type in "03:30" or just "3:30". Either way, they're given praise after inputting the correct time and the clock disappears. The camera view then goes back to its original angle. If the user inputs an incorrect time, or a string that doesn't represent a time, they're encouraged to try again and the camera goes back to its original angle. This process repeats for all eight clocks, each one displaying a different time.

This concept is extremely scalable. If the game feels too simple, I can either add time constraints or more levels. After successful completion of the first round of clocks, the player can move to "Level 2:00" in which they are presented with 16 analog clocks to choose from. After 5 successful attempts in "Level 2:00", the player could move on to "Level 3:00", in which the player can be presented with either a digital clock or an analog clock to find correspondence with. All of the possible variations of times as well as the presentation of both analog & digital clocks gives the game replayability without feeling repetitive.

The scene is set in a grassy field with tall trees and bushes. There are sounds of birds singing throughout the background of the game to create a serene environment, and multiple sound effects which respond to user input. These sound effects make the game much more engaging and amusing. I tried to screen record the game for submission, but couldn't find a way to include audio into my screen recording, hence why it is silent. I found most of the sound

effects online; they're royalty free therefore I won't have to worry about copyright infringement. I had to make a lot of changes from my original Module 2A submission as I didn't realize we would be working with 3D atmospheres this early in the semester, but I'm very happy with the result. I greatly enjoyed using Alice 2 and became familiar with its functions and methods rather quickly. Below are a few screenshots from the game:



