



# Tutorial Game

Project Team: How2

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## Project Definition - Why is This Game Needed?

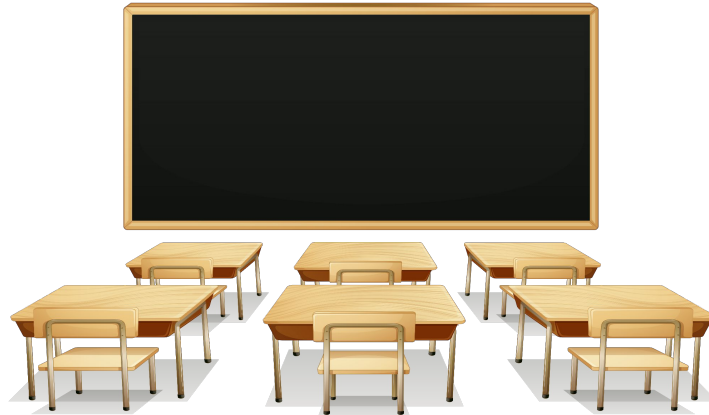
- The gaming industry is a billion dollar industry, only hundreds of millions of people are gamers.
- Billions of people aren't playing video games. Massive untapped markets of about 8.1 billion.
- Current video games only teach gamers how to play that specific game and not really focusing on non-gamers.





## Project Definition - What is The Goal?

- Teach the billions of non-gamers how to start playing video games.
- Give non-gamers a solid foundation on how to play video games.
- Create a beginner friendly way to introduce people to video games.



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## Project Definition - How We'll Achieve That Goal.

- A variety of interactive mini-games that will teach the player different aspects of video games.
- Multiple subjects like how to use a keyboard, how to aim, what does health mean in video games, etc.
- Helpful tips and demonstrations through the use of tutorials.





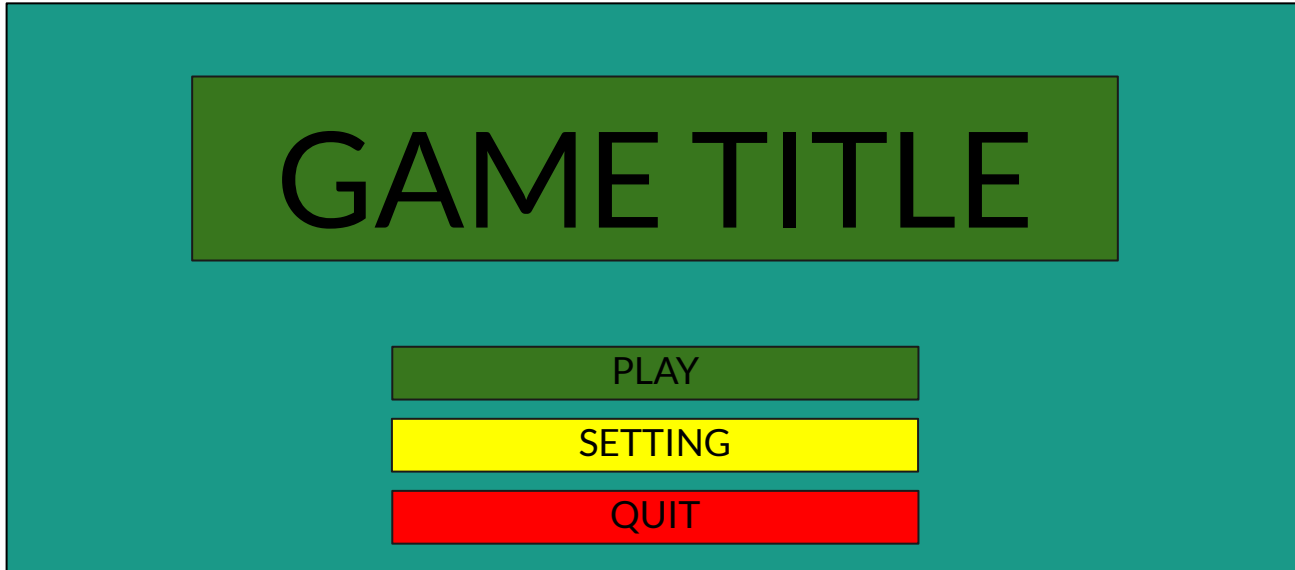
## **Project Requirements: Functional**

Game should be able to detect when a player completes a certain task.

Unlock next level of a stage after completing the previous level

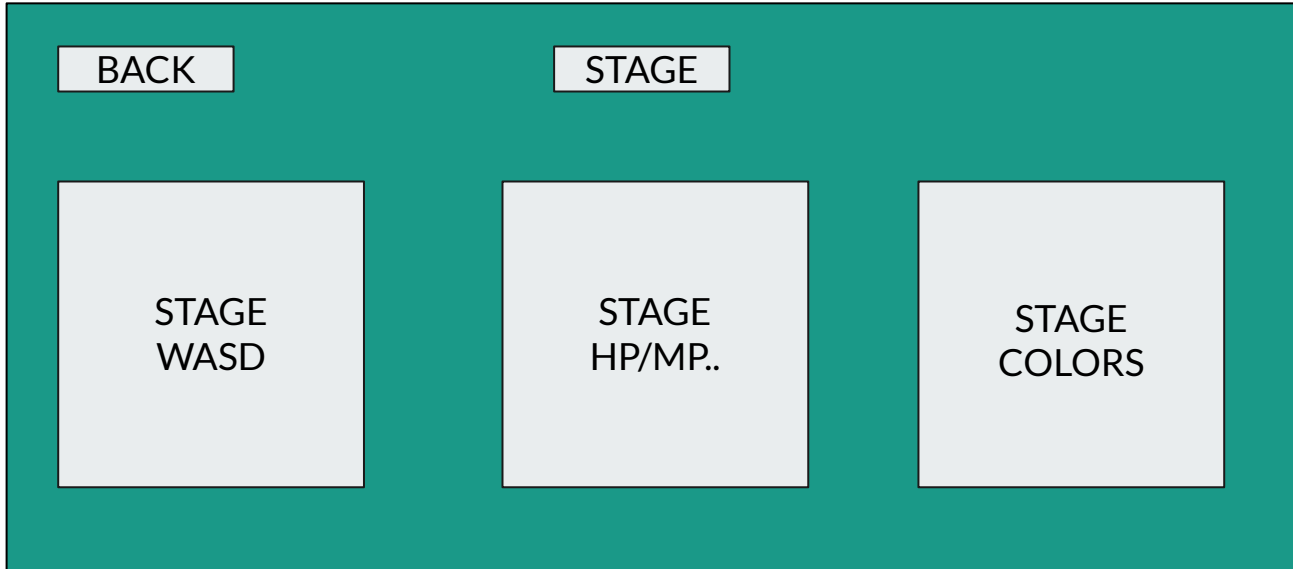


## Project Requirements: Usability → UI



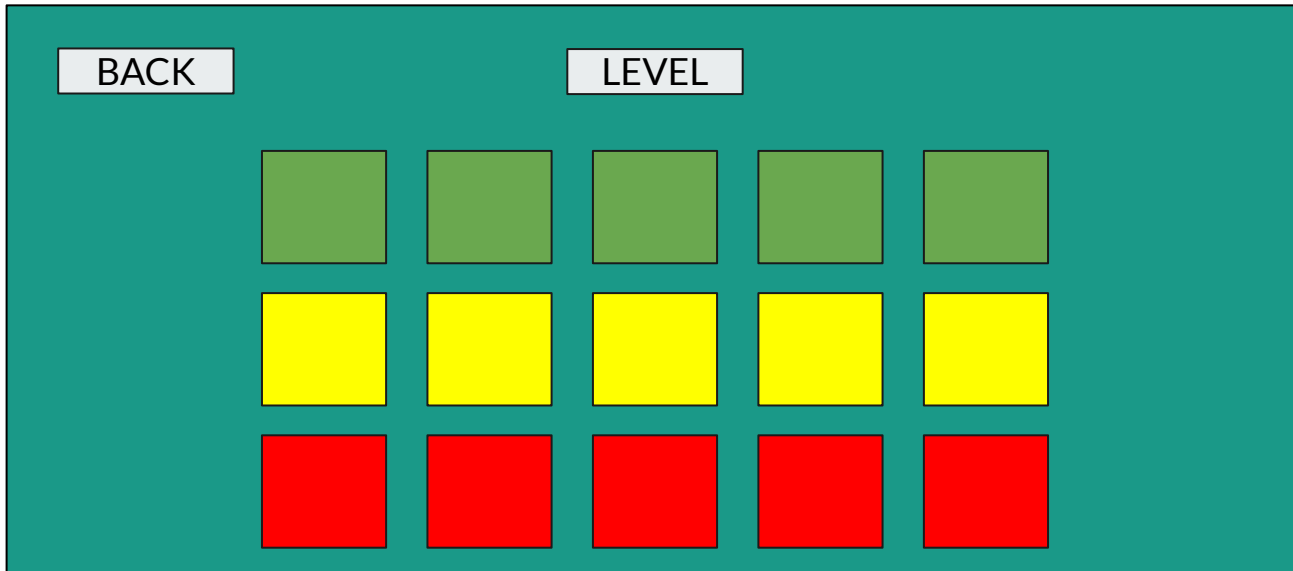


## Project Requirements: Usability → UI





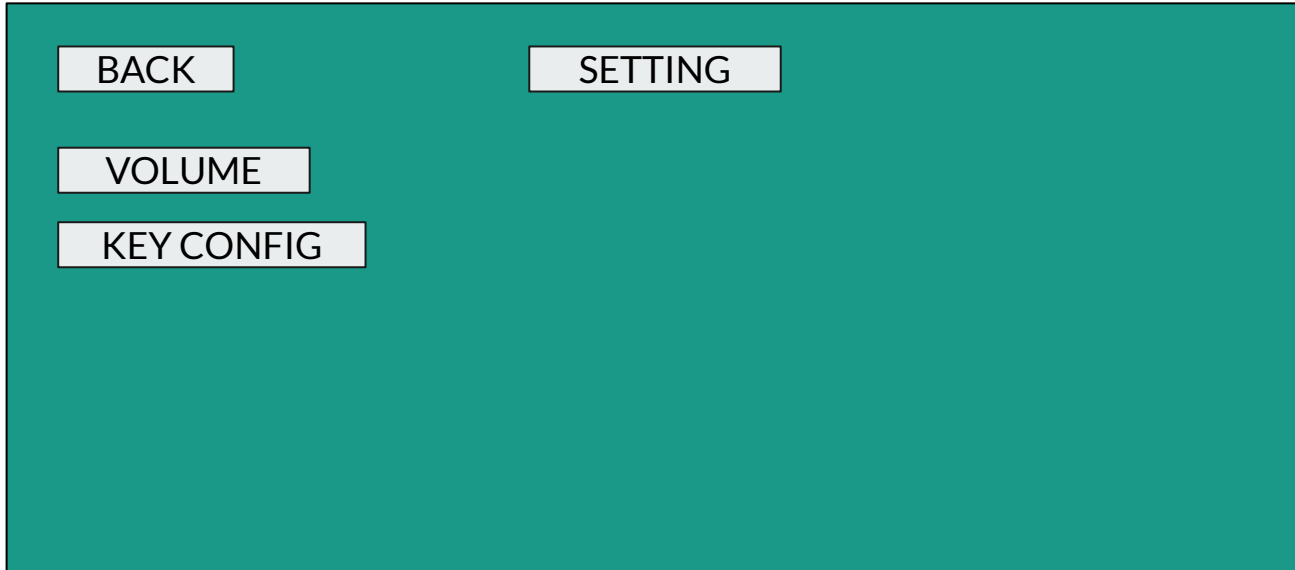
## Project Requirements: Usability → UI







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# Project Requirements: Performance

Game will be optimize at 60fps.



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# Project Requirements: System

## Hardware

- Any modern PC with at least 4 GB RAM.

## Software

- Window

## Database

- Local Storage





## Project Requirements: Security

### Security

- None

### Reason

- No login requirement
- No user data storage needed

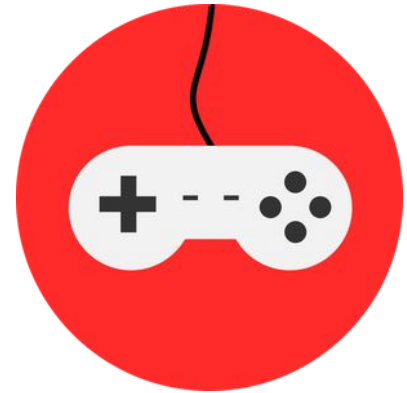


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# Project Specification

## Focus/Domain

- “An Introduction to Gaming”
- Users will be non-gamers
- Uses existing hardware
- Educational, but fun





# Project Specification

## Structure

- The product will be a collection of Mini-game lessons
- Each lesson type will have a range of difficulty levels
- Lessons cover the basics of gaming controls, conventions, mechanics, etc.





# Project Specification

## Development Environment

- Development platform: Unity
- Source control: Github, Github for Unity
- Collaboration platform: Github



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# Project Specifications

## Platform

- A regular home computer
- Windows operating systems (Windows 10)
- Mouse & keyboard and USB controller

