**Polytechnic University of the Philippines**

**College of Computer and Information Sciences**

**Bachelor of Science in Computer Science**

**Guess Pak Ganern**

**Word Guessing Game**

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1. **GAME OVERVIEW**
   1. **Game Concept**

* It is a guessing game similar to hangman and taboo. The game will motivate the player to reveal the right word by guessing its letters carefully.
  1. **Genre**
* Word Game
  1. **Target Audience**
* This game is perfect for anyone who enjoys word games.
  1. **Game Flow Summary**
* Guess words as much as the player can and beat the high scores.
  1. **Look and Feel**
* It is filled with cute and attractive interface.

1. **GAMEPLAY AND MECHANICS**
   1. **Gameplay**
      1. **Game Progression**

* For each guessed word, player advances to the next round where he will guess another word until he runs out of lives.
  + 1. **Mission/challenge Structure**
* Players will be challenged to beat the high scores
  + 1. **Puzzle Structure**
* The puzzle is composed of blank spaces that will be filled with selected letters.
  + 1. **Objectives**
* The objective of the player is to guess the word by clicking the corresponding letter from the keyboard on the screen.
  + 1. **Play Flow**
* By clicking Play button, guessing game will start. The player has 6 lives and he will lose it for guessing a wrong letter. Every correct letter is equivalent to 10 points. If the word is complete, the player will advance to the next round and when the player run out of lives, he can play again by clicking “New Game”
  1. **Mechanics** 
     1. **Objects**

Hearts – indicates number of lives of the player.

Round – shows what round the player is on.

Score – shows the score of the player.

* + 1. **Actions**

On-screen keyboard – clickable buttons for guessing letters in a word.

New Game button – makes the player play a new game. The lives, round and score will be reset.

Give-up button – It will make the player exit from the game and be back to menu.

* + 1. **Screen Flow** – Main menu’s screen will be the first screen to appear. The player can select whether he wants to start a game, view the high score or read how to play the game. The game screen will appear by clicking the play button. If the player ran out of life with a high score, the high score screen will appear to show the rank of the player.

1. **INTERFACE**
   1. **Control System**

* Mouse click - for selecting letter on the keyboard on screen.
  1. **Help System**
* “How to Play” on the menu will help the player to understand the lives and scoring of the game. Correct guessed letter will serve as a clue for the player.

1. **BENEFICIARIES**

* The game will benefit both adults and children. This game will exercise their minds and will help improve their spelling skills and reasoning ability. It will help them increase their logical thinking towards the structure of words; what are the common letters used, what vowel usually comes after a certain letter and others.

1. **PRIMARY CONTACT:**

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