**Project Proposal**

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Game Focus: World Geography

Target Audience: (9-15 depending on difficulty selected)

Purpose of Program: to let the students learn about the geography of different countries

Overview:

* player is a detective, who will travel to various locations around the world to hunt for a treasure, known as “The Scarlet Gem”
* each country will have clues suggesting the gem’s location
* game will begin in Canada
* player will travel around the world, following clues
* one clue will be found in each country, which will lead the player to the next country
* clues will contain facts about that country, clues vary with player difficulty
* players will have a list of three to nine countries around the globe that they can visit; the player will need to answer several questions in order to get the clue, and use the clue to figure out which country they will travel to next
* Example: If a Clue says: “I am in the largest county in the world”, the next part of the game will be in Russia
* if the player enters the wrong answer for the questions, the player would need to keep on answering until he/she gets the right answer
* if the player attempts to travel to the wrong country, the game will output “sorry, try again”.
* if the player chooses the correct country, the player will travel to that country to reveal the next clue.
* after travelling to a number of different countries, the player will find the Scarlet Gem and win the game
* if the player does not find the Gem in a certain amount of time, the player would lose.

Education element:

* the player will use the clues, along with his/her knowledge of world geography to figure out where the Scarlet Gem is located.