

Chalkboard Fear Zapper

Game Design Document

Version 1.2 (August 2, 2011)

GAME PLAY OVERVIEW

The user's Critter is displayed on a chalkboard where they can click and drag their mouse to erase it.

(Note: This game pulls in whatever Critter the user created with the Critter Creator.)

TECHNOLOGY

This game will be developed in Flash AS3

GRAPHIC DESIGN

The entire game play screen looks like a chalkboard. All instructional text and user interface elements (buttons, etc.) look as if they were drawn in chalk.

GAME FLOW

Note that all audio instructions are duplicated in text. This is to reinforce the instructions since the users will be so young. It also serves as backup in case the user's computer sound is not turned on or not working.

- Upon entering the game, the user sees a chalkboard with a peaceful outdoor setting drawn on it. (Grassy hills, trees, blue sky with clouds, sun, etc.) In the middle of this picture is a road leading toward the viewer. At the bottom of the screen is a HELP button.
- The user's Critter wobbles down the road, moving from the horizon toward the viewer and stopping in the middle of the scene.
- Chalkboard text appears with the name the user has given to the Critter and draws an arrow pointing to the Critter. (If the user has not named their Critter the text will just say "your critter".)
- Then an eraser pops up from the bottom of the screen. The eraser has the child's first name on it.
- More chalkboard text appears as if bring written: "click and drag this eraser" and draws an arrow pointing to the eraser.
- We then see a cartoon speech balloon appear next to the Critter saying "uh oh!" along with a silly sound effect.
- The Critter starts to move back and forth as if he's trying to avoid being erased.
- Game Intro plays: MFZ cat mascot pops up over the chalkboard, says "He's scared of you! Click and drag the eraser to erase your Critter!" and disappears.
- If the user takes no action for 60 seconds, the MFZ cat mascot pops up over the chalkboard again saying, "Need help? Just click on the HELP button at the

bottom of your screen". The screen stays this way until the user's mouse moves. Then the arrow and the mascot disappear.

- The user now clicks and drags the eraser across the Critter. Wherever the eraser passes on top of the Critter, that part of the Critter fades a bit. To completely erase the Critter the user must drag the eraser over the entire Critter a number of times. *
- While the user is erasing the Critter messages of encouragement appear on the chalkboard such as "keep going!" and "you're doing great!".
- Once the Critter is completely erased the MFZ cat mascot pops up over the chalkboard and says, "You did it! You defeated your fear. Great job!".
- NOTE: We will be creating 5 different "congratulations" popup animations of the mascot. These animations will be randomly pulled and displayed at the end of each game in the system.

* All game timing and achievement goals will be adjusted during testing to maximize the play experience.

HELP TUTORIAL / INSTRUCTIONS

- If the user clicks on the HELP button the Game Intro plays: MFZ cat mascot pops up over the chalkboard, says "He's scared of you! Click and drag the eraser to erase your Critter!" and disappears.

END SCREEN

Two buttons appear onscreen allowing the user to PLAY AGAIN or RETURN TO HOME PAGE.

SOUNDS

1. Writing with chalk on a chalkboard
2. Erasing chalk on a chalkboard
3. Success "ding!" whenever an encouraging message appears on screen.
4. Voice: silly and wimpy sounding saying "oh no!" that plays when Critter starts moving around.
5. Cat Mascot voice narrations.
6. Light, fun, almost humorous music track.
7. Mouse click (for Help tutorial)

DESIGN REFERENCE SKETCH

