

1 General Description

The goal of my project is to produce a fun, fast-paced mini-maze game (similar to MazeFinger for the iPhone/iPod Touch¹) that enables the user to improve his or her visual recognition, problem solving, timing, and knowledge **of a certain subject** for the Nintendo Dual Screen (DS).

On the top screen, during maze play, I will show the user's current score, level, sub-level, remaining lives, and score for the current sub-level (counting down). On the top screen, during the question round, the question will be displayed.

On the bottom screen, during maze play, I will show the maze. On the bottom screen, during the question round, will be the multiple choice answers will be displayed for the question on the top screen.

My game will consist of 9 levels with 5 sub-levels per level (45 mazes total). After the completion of all 5 sub-levels (each complete level) a question round will begin.

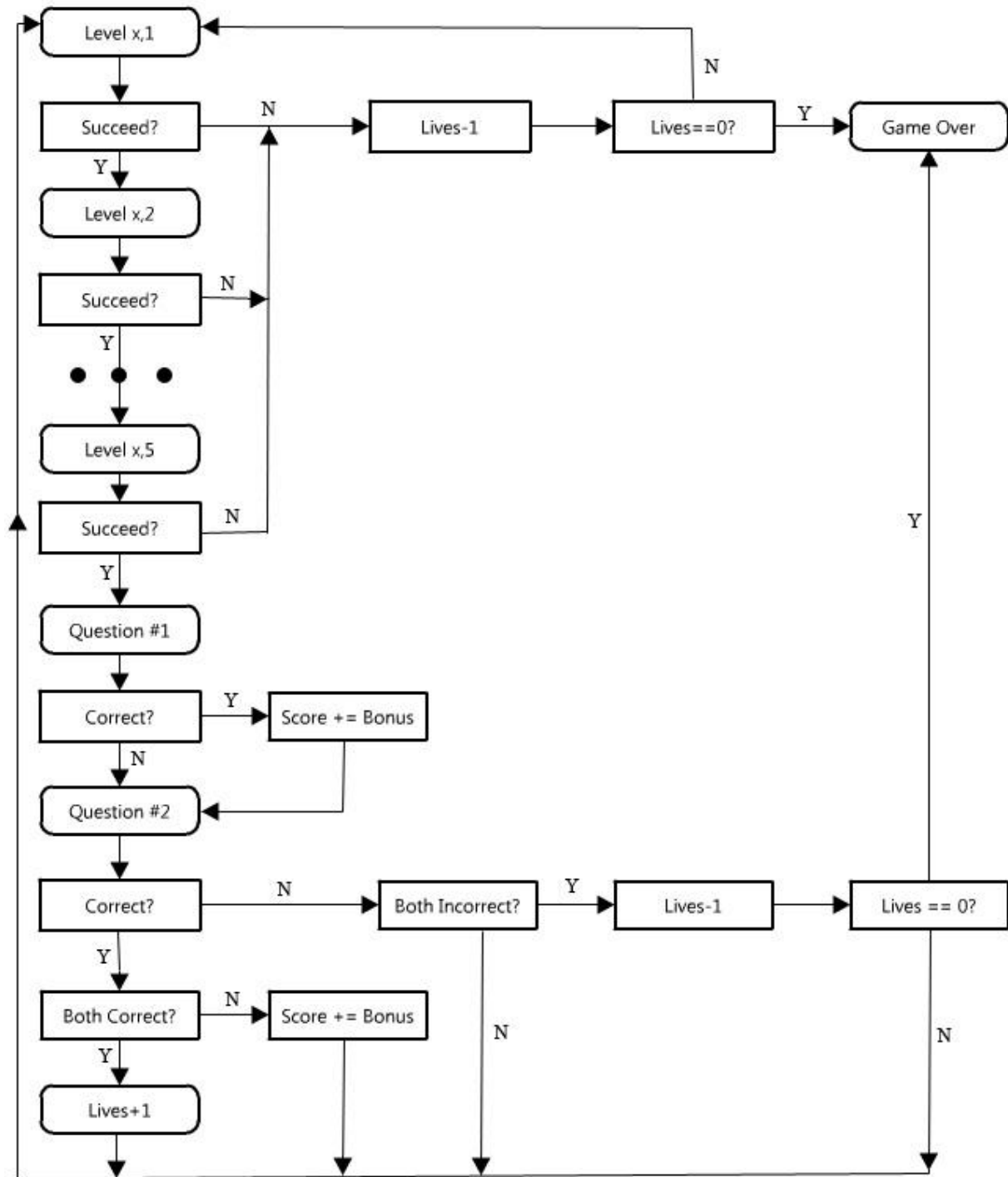
The question round consists of asking 2 multiple choice questions pertaining to **a certain subject**. If the user answers 1 question correctly, they will receive **Y** bonus points toward their score. If the user answers both (2) questions correctly, they will receive an extra life, in addition to the **Y** bonus points from answering the first question correctly. If the user doesn't answer either of the questions correctly they lose a life, but still advance to the next level. The questions will get progressively harder as the game progresses. Each level will have a question bank of 10 questions so that the user doesn't get the same questions each time they play. There will be an option to disable the question round, but the user will have no opportunity for extra lives.

In maze play the user will start with 2 lives. For each sub-level, a small maze will be displayed showing a ball to begin. A score of **Y** will be displayed on the top screen in large font. Once the user touches the ball, the above score will begin to deplete. If the score reaches 0, they will lose a life and have to start the *level* over. If they reach the end, they will receive the remaining score and move onto the next *sub-level*. Mazes will have walls that obscure the path at different intervals, so the user will have to time it right to get by. If a user hits a wall they will just be slowed down, risking not making the end within the time limit. Mazes will also have "death areas" that obscure the path at different intervals. If the "death area" is hit with the ball, the user will lose a life and have to restart the *level*. There *may* also, be "power-ups" along the maze to award more time. The difficulty of the mazes will increase as the game progresses, in length, number of walls, number of "death areas," shorter intervals (making it harder to time correctly), and (possibly) less time. When the user runs out of lives, it is game over and they will have to start over (and possibly enter name for high score).

****Items in bold, are to be determined****

¹ <http://mazefinger.ngmoco.com/>

2 Game Flow



3 Five Milestones

The five milestones will be:

1. Story boards to describe the game, level designs, and all components of top screen for maze play (display level, sub-level, lives, total score, and sublevel score (decreasing))
2. All levels programmed into DS
3. Add “walls” and “death areas” to the levels
4. Complete first level and question round with sound and music
5. Intro screen, all 9 question rounds, all 9 levels (45 mazes), credits

Extras:

1. Time Power ups
2. Achievements
3. Tutorial (sandbox or video)
4. Level editor
5. High-scores (With score and number of questions answered correctly)