

# **Game Proposal**

“Egdel Wonk”

by

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## **Game Overview**

### ***Premise***

“Your lack of sleep (due to playing video games into the wee hours of the night) is beginning to affect your ability to concentrate while at school. As you go from class to class, you can’t help but fall asleep as you listen to your teachers lecture on math, science, history, reading/writing, music, and art. Your dreams take you to a strange new world, a strange mix between the reality of school and the fantasy world you *thought* only existed in your favorite video game – **Egdel Wonk**. As you find yourself in Egdel Wonk you realize that Antigonus (who strangely reminds you of Principal Archie) and his minions (who remind you of your teachers) are trying to catch you. Will you be able to escape out of Egdel Wonk before Antigonus and his minions find you? You’ll have to put your mind to work as you move your way past each of the minions before being forced to confront Antigonus himself. Good Luck!”

Are you ready for the challenges of Egdel Wonk?

### ***Target Audience and Platform***

This game is a single-player, first-person, action-adventure based educational game targeted at elementary school age students (1<sup>st</sup> to 6<sup>th</sup> grade – i.e. rated E). It is meant to give the student practice in math, science, history, reading/writing, music, and art – while entertaining at the same time. The difficulty of the game is adjustable by grade level, however it maintains the same storyline regardless of the level chosen. The combination of a great story and great game play along with a firm educational footing will help this game stand out to both young children, and their parents. The game will be available only on the PC because keyboard input will be required for all the challenges.

### ***Setting and Storyline***

After the introduction trailer is shown, you start in the courtyard of your school, capable of freely navigating between your classes (math, reading/writing, science, history, music, and art). Once you choose a class and enter, another thematic video sequence is shown as

you sit down, and start listening to the lecture from your teacher. As you start day-dreaming, doodling, or flat out fall asleep – you find yourself whisked away to Egdel Wonk – where challenges are immediately set in your path.

One of Antigonus' minions will be trying to catch you with various traps in your path in the form of puzzles related to the subject they teach. You'll have to interact and solve them in order to move on thereby getting one step closer to escaping. Once you've passed the set of challenges for a particular subject – you'll have to duel that subject's minion in order to obtain his or her power stone, and be set free. You will then find yourself waking up to the bell, forced to go on to your next class. Each of the different subjects will have their own unique set of challenges to overcome, with challenges specific to the grade level of the player playing. Several of these challenges are outlined later in this document.

If you should fail in escaping from any of the minions – you'll find yourself being handed a detention slip from your teacher for sleeping in class, effectively ending the game. Of course, you'll always be allowed to return to a class after being sent to detention.

There is one other area that you may visit while in school, but only after attending at least two classes first – recess! Recess is such an invigorating experience that you never do fall asleep (therefore you do not enter Egdel Wonk). When you enter recess, you'll be allowed to choose from a variety of casual games to play (a brain break). These will be simple, quick, and fun games such as dodge ball (trying to avoid being hit by a ball, while throwing one at your other classmates). Some other games that will be available in recess include: jump rope, kick ball, tether ball, and tag.

Once you have obtained all six power stones (one from each subject) – you'll hear your name called over the intercom, telling you to report to Principal Archie's office. You are positive you are in trouble for sleeping all day.

As you are sitting on the bench outside of the principal's office you find yourself dozing again this time appearing trapped inside of Antigonus' lair. There are a variety of traps and challenges that cover multiple subjects blocking your way to freedom. The final challenge before being able to escape is a head-to-head battle of wits with Antigonus himself. If you succeed you'll wake up to Principal Archie approaching you with a big grin on his face, handing you your Honor Roll certificate and trophy for being such a great student! If you fail – you'll wake up to Principal Archie giving you a pink slip... suspended from school, can you believe it?

### ***The Characters***

You get to create your own character before starting the game – choosing the gender and grade level of your character. You'll also be allowed to customize the look of your character (e.g. hair, eyes, body, etc...) if desired. However, no special skills and attributes are associated with your character that affect game play. Your character does have a backpack on which can carry the power stones that are won during game play. The power stones will give your character extra powers that can only be used during dream sequences.

Antigonus / Principal Archie is the main antagonist of the game. Not only will you be trying to escape from Antigonus and his minions in Egdel Wonk, but you'll also need to avoid being sent to detention too many times. When this occurs you are sent to Principal Archie's office, resulting in suspension from school (think GAME OVER).

Each of the various teachers at the school also serve dual roles in Egdel Wonk. They become minions of Antigonus, creating traps and puzzles meant to keep you from escaping from Egdel Wonk. Each level will be played against one of Antigonus' minions, or for the last level, against Antigonus himself.

### ***Challenges***

The challenges are unique to each subject area, as well as the super challenges that cross subject areas when attempting to escape from Antigonus' lair in the final level.

Following is a brief description of each of the subject areas and the challenges associated with them:

## **Math**

Noitidda is the minion of math (Ms. Noitidda being your math teacher). You find yourself in the center of a cave in Noitidda's domain – trying to get yourself out. Noitidda has a group of zombies (who look an awful lot like your classmates) that she sends after you from time to time. Each zombie will be carrying an object (box, vase, desk, etc...) to throw at you with a math problem written on its side. In order to make the zombie fade away into nothingness – you have to type the answer to the problem. You must answer the problem before it gets close enough to throw its object at you. After making it past the zombies, you'll have to continue to navigate your way out of the cavern. There will be cave-ins that block your way before you can make it out. To remove the blocks that are in your way – you'll need to match the numbers on the block with a math problem on your homework assignment you carry in your backpack. Each block will disappear as you match it with an answer – eventually opening the path back up. There are also pits that you might fall into if you are not careful. In order to climb back out of the pit – you'll need to grab onto the hand holds that have valid math equations on them. If you grab onto a hand hold that has an invalid one, it will break and you'll fall back down to the bottom of the pit.

Your final math challenge is to beat Noitidda in a one-on-one battle of the wits. She will give you a word problem (which will be graphically represented as well) – that you must solve in order to unlock the gate keeping you in the cave. Each question you get correct will allow one of the three locks on the gate to be opened, while missing a question will cause an existing lock that has been opened to be re-locked. The problems will be specific to the grade level chosen. Once you've opened the gate – you will be able to walk out... and thus wake up back in the “real world.”

## **Reading / Writing**

Levon is the minion of reading and writing (Mr. Levon is your English teacher). In this class – after falling asleep – you find yourself in the middle of an enchanted forest. The

forest is filled with magical trees that trap you as you try to work your way out of the forest. When a tree traps you – it will have a word written along each of its branches that has taken hold of you. In order to wriggle free – you’ll need to match what is written on the branches with a picture of it from your backpack. Another obstacle that Levon will send at you in the enchanted forest is an assortment of flying objects. These will be various objects with wings attached that will try to fly directly at you. You can avoid them by (lower grade level) picking the word that matches the object, or by (higher grade level) typing in the name of the object (a flying toaster for instance would require you to type ‘toaster’ before it gets to you).

Your final reading/writing challenge is to beat Levon at a one-on-one battle of wits. Levon will give you either an incomplete sentence, and you’ll have to fill in the sentence with a word that makes sense in the missing location (younger grade levels will be given a list of words to choose from), or he’ll give you a list of words that rhyme, and you’ll have to pick the one word that doesn’t rhyme (e.g. bat, at, cat, hat, mat, dog, pat – choosing pat would be correct). Each time you get one right – a rope will be removed from a hot-air balloon that will eventually carry you out of this enchanted forest. If you get one wrong – a previously untied rope will be retied.

### **Science / History / Music / Art**

Tasks similar to those in Math and Reading/Writing will be done for each of these extra subjects. More thought will need to be given in determining exactly what the problems and challenges for these areas will be. For the initial version of the game – we’ll focus on the Math and Reading / Writing challenges.

### **Structure**

The game is played in two worlds – the first at your school. It is simply a place to choose your next subject or level. The other world is the fantastic world of Egdel Wonk. Within Egdel Wonk there is a separation of areas in the world – one per subject. Each of these areas is visited one at a time, with the final area visited only after passing all the subject areas first.

## Game Play

When in the “real world” there is the freedom to move about the school grounds and choose which class to go to next. Typical walking motion is allowed in this portion of the game. This basically serves as a menu system to choose the next level or subject.

While in Egdel Wonk, you are initially walking, running, and jumping trying to escape each of the areas before being captured, overtaken, falling into a trap, etc... Once you are in a trap, captured, etc... then the game moves into a puzzle mode, where you are interacting by moving objects on the screen to make matches, or by typing in answers to questions, etc... There is typically no movement of your character during these puzzles, but rather movement of objects on the screen to answer/solve problems.

The main goal of each of these areas in Egdel Wonk is to first find that level’s minion, and then have a battle of wits with the minion over that area. You conquer a level by beating the minion in a battle of wits. The outcome of these battles will have fun eye candy for the player, typically having the minion being knocked down – and the way out being dramatically opened. There is no penalty for repeating the same level, as the challenges in them will never be identical each time you repeat them. The story line will repeat – but the problems and challenges you face will be slightly different each time you play.

Your character will also carry a backpack which contains your books for each class, as well as homework, and other papers that will become necessary in order to defeat certain traps in the game. There is no interface to arbitrarily look into your backpack but when it is needed it will pop to the foreground in an overlay mode showing the items that are useful for a given trap/challenge.

The only exception to this is the power stones. Power stones will always be available for use during the game (even though they are located in the backpack). Each power stone will allow the character to pass by a hard challenge by giving them a hint as to what the best way to solve it is. The power stones will be shown on the screen – and activated by

simply pressing the numbers 1 through 6 associated with each power stone. As the power stone is activated a great graphical blast, or something similarly dramatic will occur on the screen. As it clears, the answers to the current task at hand will be made clear. Different power stones will also have different affects depending upon when they are activated.

The keyboard arrow keys will be used for typical movement during the exploring phases of game play. Otherwise – the keyboard will be used for input to type words, or numbers, or for selecting objects, which will be made obvious by what is shown and asked for on the screen during a challenge. The mouse will also be able to be used in solving challenges (i.e. by selecting objects with it).

## **Audio and Video**

The overall look and feel of the game will be a 3D cartoon world. All characters will be shown in classic cartoon versions of themselves. There will also be many times that 2D overlays of challenges are placed on the screen. Much time and effort will need to be put into generating the characters of this 3D world. If time is insufficient – an initial 2D world might have to suffice, or very very simplistic 3D representations of the characters and scenery.

There will be voice over along with words written on the screen for many parts of the game. Words will be highlighted as they are read to aid in teaching reading skills. This is to ensure that young children can play the game, even before they are fully able to read. Other sound effects will be made to correspond with dramatic events in the game (for example – the usage of a power stone). Sounds effects will also be needed for each of the traps, and other movements in the game.

An upbeat music background will play when in the school yard – but this will change into more intense music during play in each of the levels in Egdel Wonk. Each level will have its own music associated with it – as will the battle of wits at the end of each level.



Lighting will be very important in the game. For example, in the math world of minion Noitidda the lighting will be coming from torches on the walls – with lots of flickering and hiding of the traps that the character may fall into. Textures for the walls will be needed here as well. Compare this to the Reading/Writing world that is in a forest. Trees will be needed, along with sunlight filtering in, causing some interesting lighting effects.

The escape vehicle, or door (or whatever it may be) is also a key element that will need to be made. This is the way out of a level – and needs to look dramatic, so that it is obvious you are at the end of the level.

Antigonus' lair, and the challenges associated with it will need to have some more thought put into them. They need to be challenges that are both fun, yet cause you to think in multiple subject areas at one time. They also need to be very stimulating graphically – perhaps even more so than the prior levels in each subject area.