

Project Requirements

1. The game will be a collection of replayable typing minigames
 - a. The game will take place in an old colony town or Plymouth Plantation
 - b. The user will interact with NPCs to play typing minigames
 - c. All minigames will be single player
2. The game will follow Massachusetts History and Social Science Framework
3. The user should be able to open a settings menu, pausing the active game
 - a. Adjust volume
 - i. Displayed as horizontal bar that can be decreased or increased by pressing left or right arrow keys
 - b. Exit game
 - c. Select different options by pressing up or down arrow keys
4. The user should be able to control their character with a keyboard
 - a. Different keys correspond to different actions
 - i. W or up arrow to move up
 - ii. A or left arrow to move left
 - iii. S or down arrow to move down
 - iv. D or right arrow to move right
 - v. ESC to open settings menu
5. The user should be able to select different difficulty levels
 - a. Difficulty levels are independent to each minigame
 - b. They can change the difficulty before minigame
 - c. 3 levels: easy, medium, and hard
 - d. Each difficulty has different vocabulary
6. Different kinds of minigames
 - a. Racing Game
 - i. The user will engage in a typing race against npc
 1. Players must enter text to match displayed text with exact spelling, punctuation, and capitalization
 2. Easy Difficulty
 - a. Simple (4th grade) vocab, slow npc speed
 3. Medium Difficulty
 - a. Average (5th grade) vocab, reasonable npc speed
 4. Hard Difficulty
 - a. Complex (6th Grade) vocabulary and fast npc speed
 - ii. If player fails, they may try again
 - iii. Player receives score based on completion speed and difficulty
 - b. Vocab Game
 - i. Easy Difficulty
 1. The user will be shown a definition and have to pick the word from a list
 - ii. Medium Difficulty
 1. The user will be displayed a word and definition, then shown a definition and be required to type the word
 - iii. Hard Difficulty

1. The user will be shown a word and definition, then shown a word and be required to type it's definition
- c. Quiz Game
 - i. The game will finish after time expires
 1. Easy Difficulty
 - a. Player must guess the state from its shape
 2. Medium Difficulty
 - a. Matching states to their capitals by typing capital or state corresponding to displayed text
 3. Hard Difficulty
 - a. When shown the shape of a state the player must type the state name and it's capital
 - ii. Time limit of two minutes, score is based on how many correct answers are given
7. The user should be able to view a score board containing various statistics
 - a. Controlled character interacts with poster in town to view
 - b. The user's high scores in different games
 - c. Their number of games completed
 - d. Average and top speed of racing game for each difficulty