

Game Design

A Game proposal

Omar A. Hanoun

| | | | |
|----------|----------|----------|----------|
| ? | ?? | ? | ? |
| ? | ? | ?? | ? |
| ?? | ?? | ?? | ? |
| ?? | ? | ? | ?? |
| ? | ?? | ?? | ?? |
| ?? | ? | ? | ?? |
| ?? | ?? | ?? | ? |
| ? | ? | ? | ?? |
| A | B | C | D |

The game is about puzzles, racing, education, and pleasure. Four competitors are playing as any other quiz. But the difference here is the hardware used. We are going here to use the penguins and the computer programs to play this match:

- Each competitor has an icon represented by a colored LED.
- When the competitor's icon reaches a specific square that has a quiz, the pressure sensor will sense the event and will send a message to the computer to give a specific quiz and will not repeat this quiz again to any other competitor.
- The player controls his movements by one of two ways: even the game board is longer than what is shown here, then he can play with a small computer program as a dice, or the game board is short like what is shown here and then the player goes for the next block if he finishes from the first one.
- ? Means one type of questions.
- ?? Means another type of questions.