Title of Your Report

1st Author

2nd Author3rd Author

# OVERVIEW OF YOUR GAME

Briefly explain what your game is about and who your target audience is. What did you hope to achieve from this game?

## Repo Link

Provide a public repo link for us to view your source code. Preferably Github.

## Video Link

Provide a public link for us to view your video online. If your video is only available for download, it needs to be in .mov or .m4v format.

## Known Bugs

List any issues known to you that make your game not work the way you intended it to.

# GAME SCREENSHOTS

Present the screenshots of the components of your game.

## Splash Page with Menu Options

Include as a figure, point out anything the reader should pay special attention to.

## Credits Screen

Include as a figure, point out anything the reader should pay special attention to. Be sure to show the source and licensing terms of your images and sound files. If they are not clearly shown in the credits screen(s), list them in this document.

## Game Features

For each of the N features implemented in your game, identify what it is and how it appears in the game (show screenshots if necessary). If you implemented multiple difficulty levels or the hints feature, you will need to explain a bit more.

In particular, for multiple levels, explain how many levels and exactly how the tasks in each level differ. Are these all hard coded or does your game autogenerate them?

For hints, explain for each user task, when and how the system pops up hints. If hints are initiated by the user only, then explain how the system decides which hints to provide in the context of the user task. For example, do you store a bunch of hints and just randomly offer one when the user asks for it? Or does your game recognize something specific about the user task and then choose a context-sensitive hint to offer?

## Game Play Screens

Now, go into your game in more detail so we get a sense of what your game is about (without necessarily playing it).

Include one or more figures to illustrate the user experience. Some examples you may want to include are: when the user just starts a game, when the user is about to win, when the user receives feedback from the game. Point out anything the reader should pay special attention to.

# DESIGN RATIONALE

Present your reasoning for why your game has a better design than the games surveyed from A1. Don’t forget to compare your game in the same way as we did for UI and pedagogy. Note: your game doesn’t have to be better than the other games in ALL respects. It may be that you picked up on one aspect during your analysis, and that is the part you decided to focus on in your design.

## Rationale for Better UI Design

List in point form why your game is the same or better. Refer to various UI aspects analyzed from A1.

## Rationale for Better Pedagogy

List in point form why your game is the same or better. Refer to various pedagogical aspects analyzed from A1.

# PROPOSED DATA LOG

This is a preliminary plan for what you want to do next in A3.

## Questions to Address

List the questions about your game that you want answers to. Focus on 4 questions that interest you most, with 2 questions addressing whether your game is fun, and 2 questions addressing whether your game is educational. These questions will be used to guide the kind of data you should be collecting. Label these questions so you can refer to them in the next section.

## Data to Collect

For each question listed in Section 4.1, list the event data you need to collect in the game in order to come up with answers for your questions. If you aren’t sure, ask us in advance to double check! This isn’t a test!