

Hanan Hafiz
CDM 550
3D Game Environment Concept

Almost most of the students who want to learn about a new program or new major want to know more about its course. This game is to teach the student about CDM courses. This game is useful for all student even for the CDM student who already enrolled in the program to help them decided which course they should take.

The game is divided to 24 levels. The first level is an introductory one that has general information about CDM program. The 23 following levels represent the courses both the core and the elective. When each level has so many information about the course such as the subjects of the course, the tools, and the formal student feedback.

The gameplay:

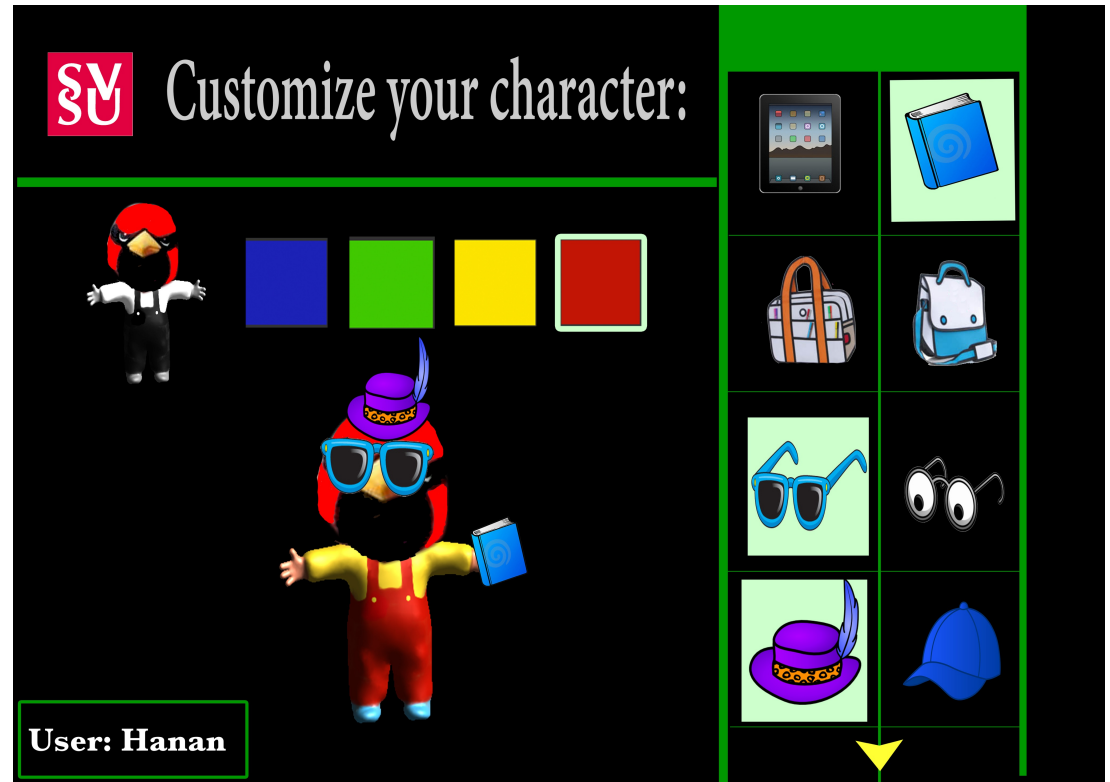
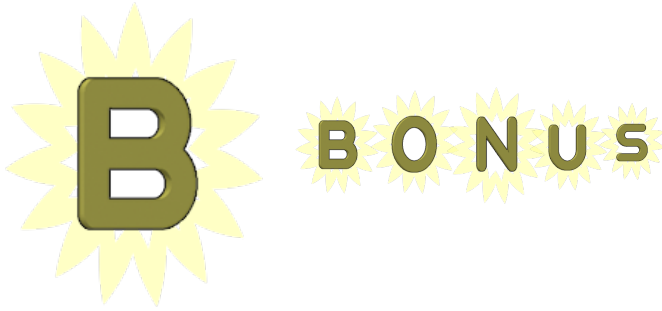
At the bingeing of the game each player should select a character and a nick name to create an account that allow hem to save and return to the game when ever they like. As the student will have core course and elective ones, the player will have story related levels that represent the core course when they must play them in order to move up in the game, and Optional levels that represent the elective courses when the player can decide which level to play and which one to leave behind, but the player can play all levels if he wants to.

Character:

The Character the game offers is the SVSU bird, and each player can Customise it with so many choices.



Icons:



Game levels:

In each level the player will get a question sheet about the course including the most common questions student frequently interested about such as the materials the course uses, the course topics, and the kind of technology they are going to use or learn from this course. All they have to is finding the answers in the level and match it with the questions. Also if the selected course using one of the adobe programs or any design tool they will get a general information about it as well in the bonus level.

Bonus Level:

Inside each level the player will collect different icons in order to open and play the bonus levels.

If the player collect all the letter from the word BONUS he will be able to play the feedback level when he learn more about this course from formal student evaluations and opinions.

Also If the player collected all the program icon which vary from course to corse depend on the the design tool the course offers will get the chance to learn about this tool and the use of this tool in the course.

Hanan

Collect 5/15

5/15

0/15

B

B
O
N
U
S

CDM550 Tools

0/2
google sketchup

1/2
dreamweaver

Question sheet, Home, Pause

LEVEL (4)
CDM550

Level name

Player

Score screen

Finishing pod

Bonus pod

Hanan

Collect 2/15

2/15

0/15

B

B
O
N
U
S

CDM550 Tools

0/2
google sketchup

0/2
dreamweaver

Question sheet

Return home

Pause

LEVEL (4)
CDM550

It is
an elective
course.

Answer

CDM 550 Experience Design...

Question Sheet:

(Please find the answer in the level,
and try to match them with the questions
correctly from the first time.)



What type of course is this?



In this course the students
will use as a design
tool.

Questions



Hanan



Collect 2/15
2/15
0/15



B
O
N
U
S

CDM550 Tools

0/2
google sketchup
0/2
Dw
dreamweaver



Score panel



You collect
15/15 ANSWERS.

You answered
Type to enter text
13/15 correct.

You answered
2/15 wrong.

GOOD



PERFECT



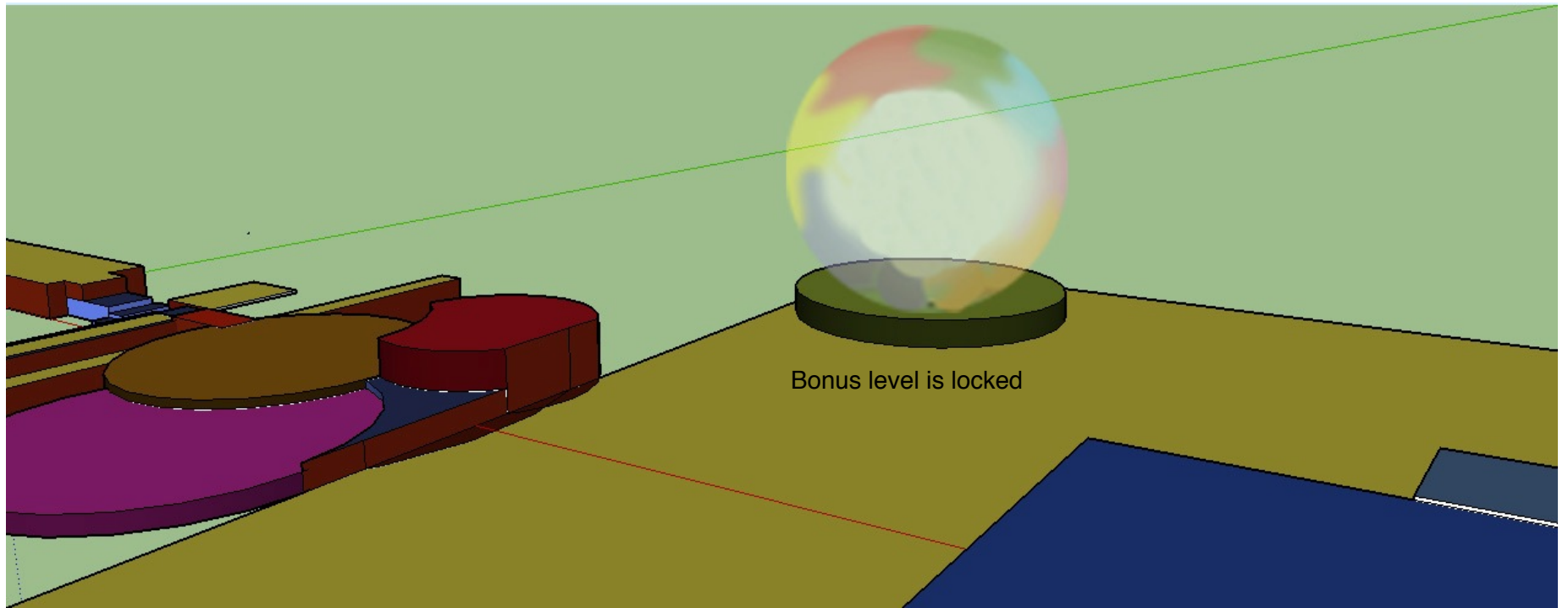
You collect
2/2 Sketchup

PERFECT

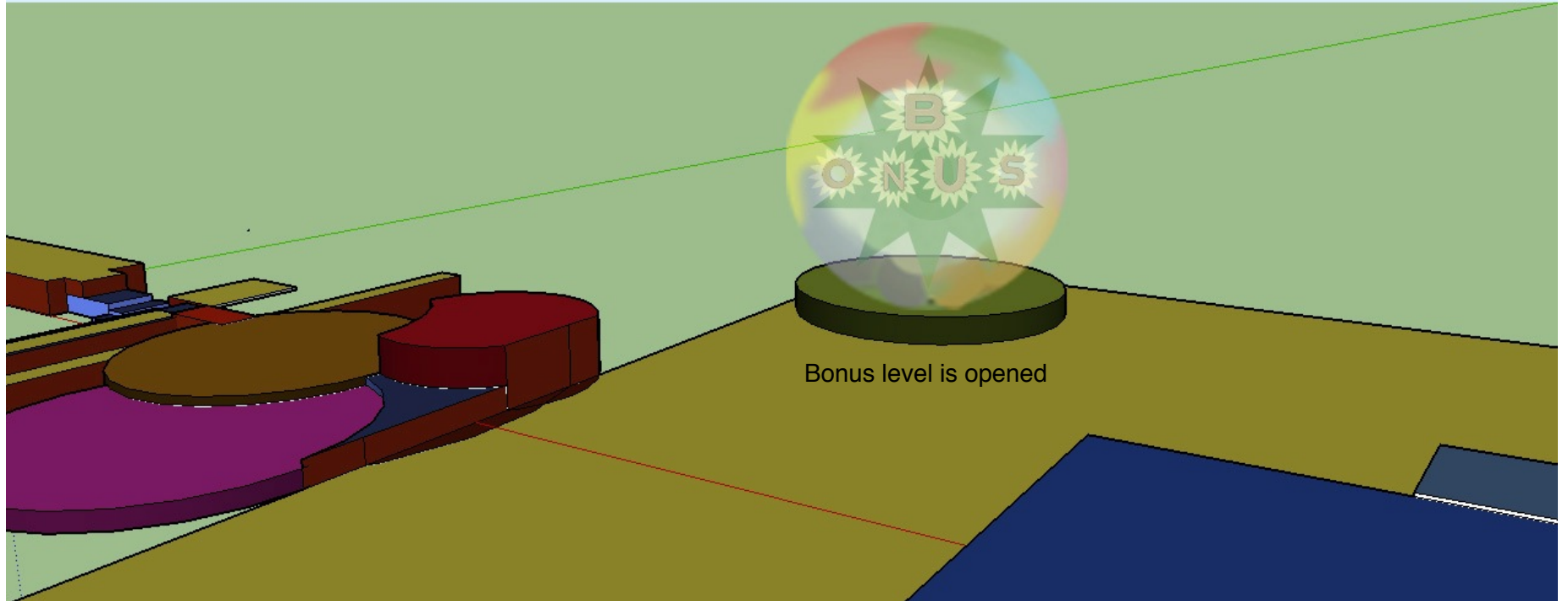


You collect
2/2 Dreamweaver.

Level 1 Complet!



Bonus level is locked



Bonus level is opened