# Nya's Space Quest

# **Background Story**

Nya is an intrepid girl who goes into an adventure with her robot companion Auni. They will travel to different planets in their quest to collect stars.

Each level represents a different planet where the kid and her robot travel.



## Level 1

Numeracy skill: number identification

This is a scroller level, simple jumps and some action to get the kid engaged with the game, in this stage the numbers are presented with the symbol, objects and audio.

#### Level 2

Numeracy skill: number identification

This is similar to the first level, but in each "stop" the kid has to correctly identify the number associated with the number of objects shown in the screen.

### Workflow

I will follow these basic set of steps for the development of the game:

- Design for basic display of numbers as symbol, objects and audio.
- Development of basic mechanics for each level.
- Level Design and implementation.
- Testing of each level.
- UI Design and implementation (Menus, buttons).
- Special Effects, polishing (Make it beautiful).
- Final Testing.
- Release.