

EUROPEANA KIDS

NATURAL HISTORY

Game overview

1 SPLASH SCREEN

This screen will be shown while the game is loading. It includes an illustration and the name of the application.



2 HOME SCREEN

The home screen includes 4 options as shown on the picture below: "Play", "Create your set", "Achievements", "About".

The screen also includes: illustration, Game name, Europeana logo and example object cards

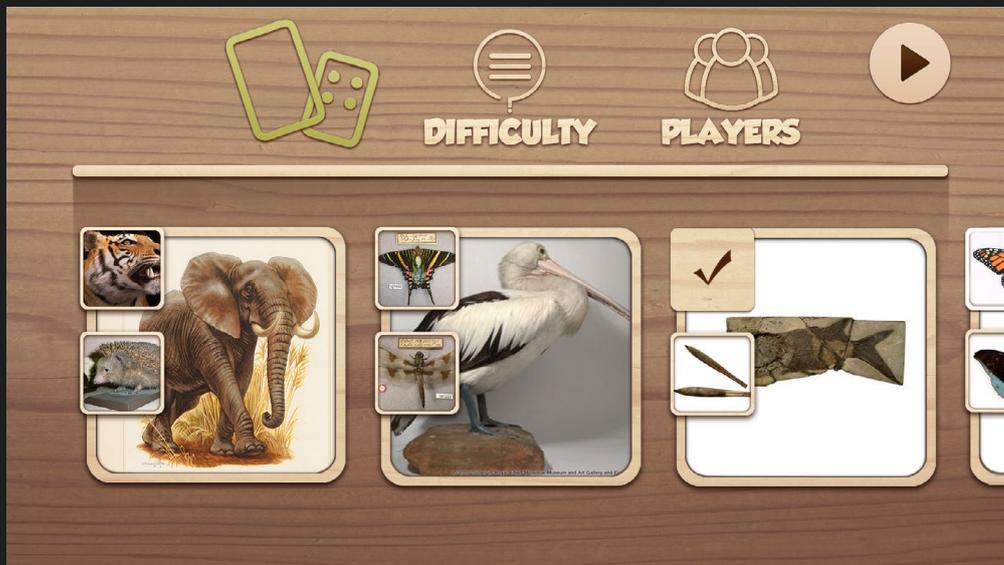


2.1 PLAY

By clicking the “Play” button from the menu, player must choose his game settings before playing the game. There are three settings to be chosen: “Sets”, “Difficulty” and “Players”.

The first one, “Sets”, is where player can choose cards from the specific set that he wants to play with (for example: “Mammals”, “Fossils”...).

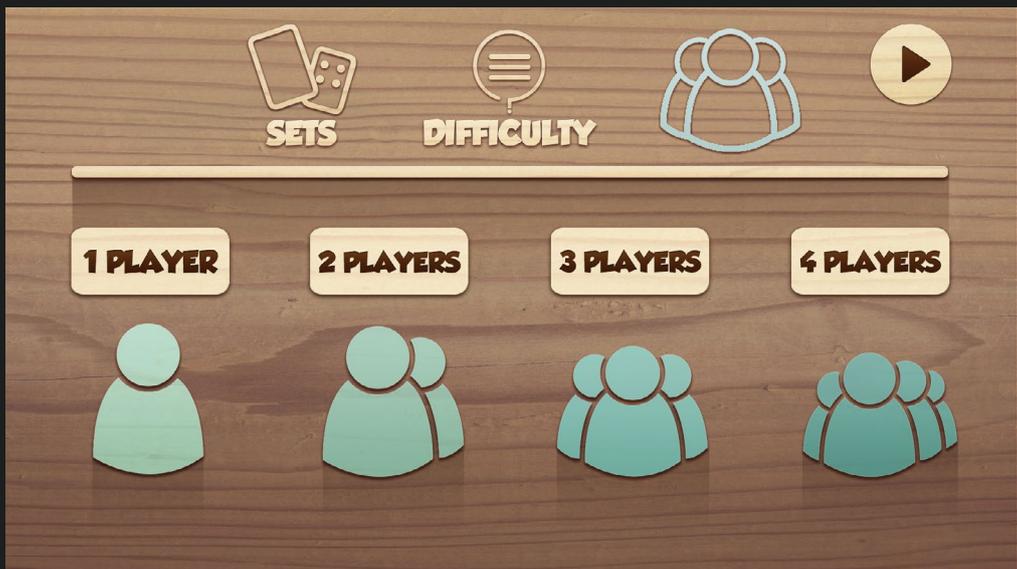
When the player is choosing from one of the three settings, the active one will become slightly bigger and coloured.



The second category is “Difficulty”, where the player chooses the number of cards he wants to play with. All the levels of difficulty, along with their number of cards, will be shown on one screen, allowing the player to choose more quickly.



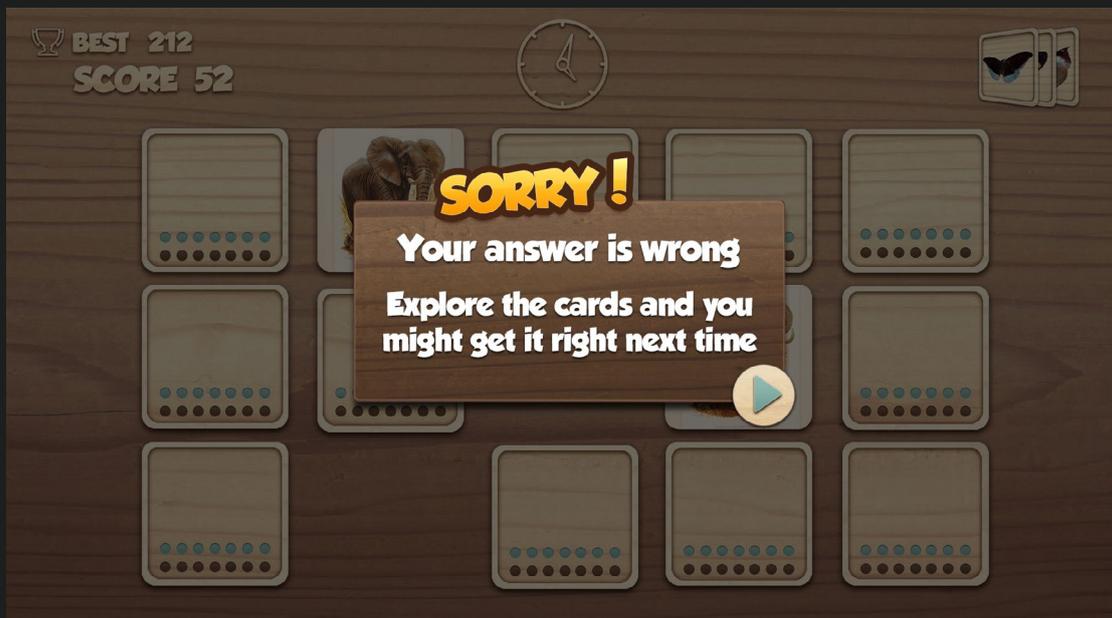
The last category is “Players”, where the number of players that will be in the game is chosen. After selecting one of the possibilities, the player then clicks the “Play” button on the right and the game begins.



While playing the game, in order to claim the pair that player has found, he has to answer correctly to the given question. The example of the question is shown below.



Depending on his answer, the player will get a message saying that his answer is right/wrong.



After the game is finished, all cards remain open and enable the player to learn more about the objects on the cards (for example: an info sign blinking in the corner of each card, encouraging the player to explore further ...)

2.2 CREATE YOUR SET

Players can create their own memory sets using the “Editor.” They can search for images in Europeana and select images they like. They can name their own sets (for example “Butterflies”). The “Editor/ Browser” enables players to learn more about each object, while browsing and selecting them. The data comes directly from Europeana.

The scenario would be following:

- the player searches for “Butterflies”
- all search results from Europeana are shown
- player can easily look for more information about each result
- when he selects one result (card), he adds it to his set by clicking the “checkmark “ icon
- when the required number of cards is selected, before saving the set, player can name it



2.3 ACHIEVEMENTS

The achievements that players collect would be presented in form of “stickers” on the “Achievement Tree”. This screen would allow the player to scroll through achievements. By clicking on one of the them, a short description of the achievement would appear.

