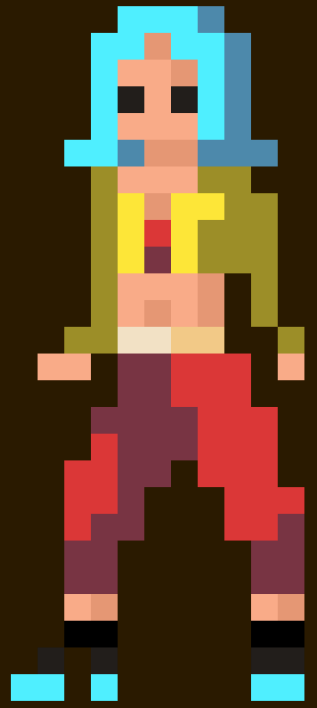


BAUH

2D PIXEL
E-LEARNING GAME

STARTING MENU

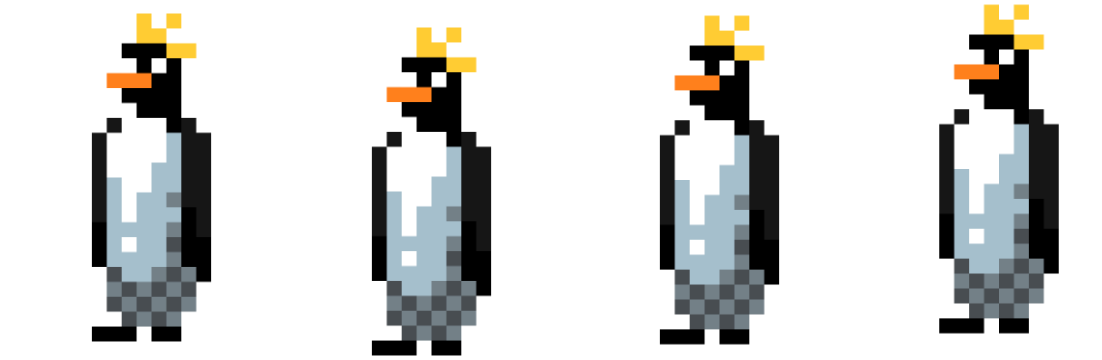
- EVERY GAME WILL START WITH SIMPLE MENU
- YOU CAN EITHER CHOOSE
  : PLAY
  : SETTINGS
  : QUIT

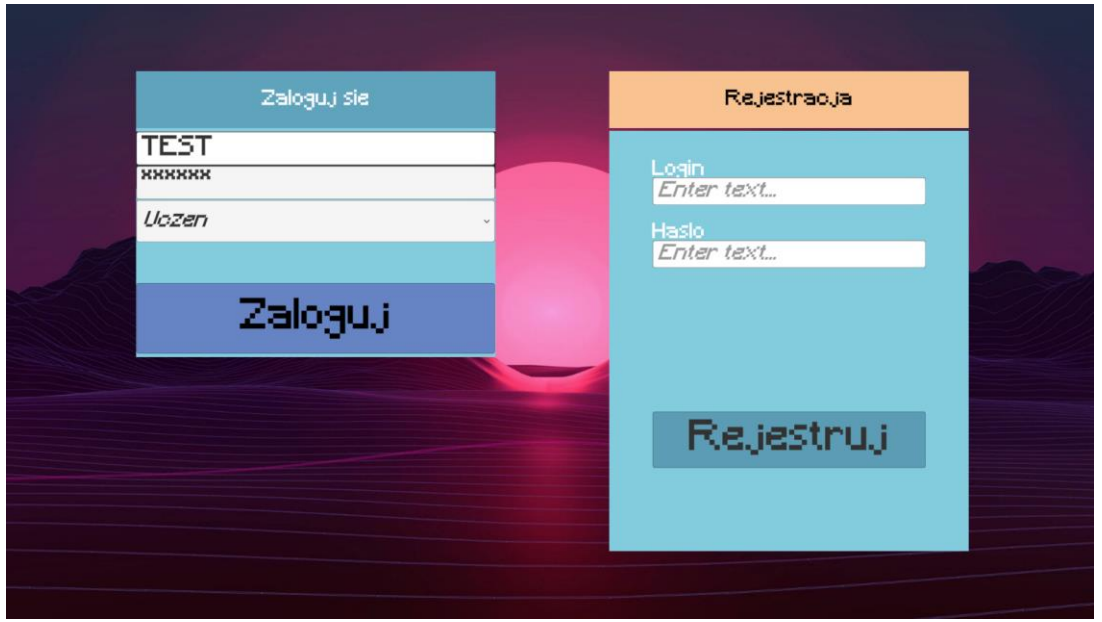
SETINGS

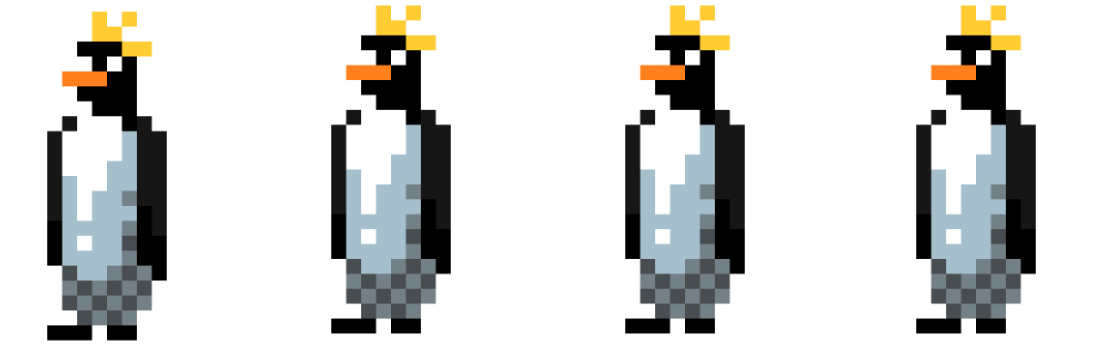
- HERE WE CAN ADJUST OUR RESOLUTION OR MAKE IT FULL SCREEN
- THE BOTTOM BUTTON ALLOWS US TO GO BACK TO STARTING MENU

PLAY

- AFTER HITTING THIS BUTTON WE WILL JUMP TO LOGIN AND REGISTER CREATOR PAGE
- : UCZEN IS A TOGGLE WITCH PERMITS TO SELECT BETWEEN STUDENT OR A TEACHER

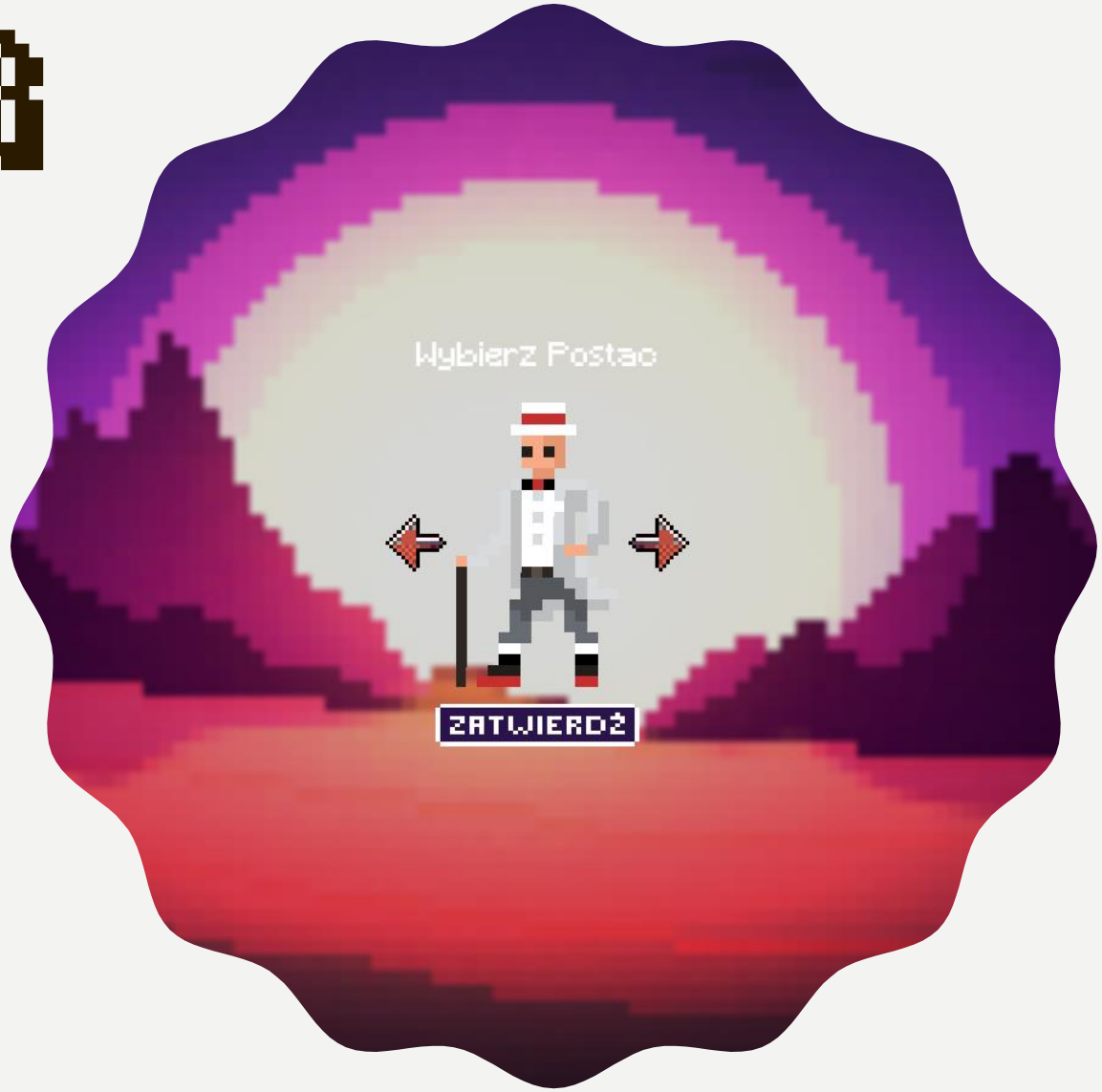






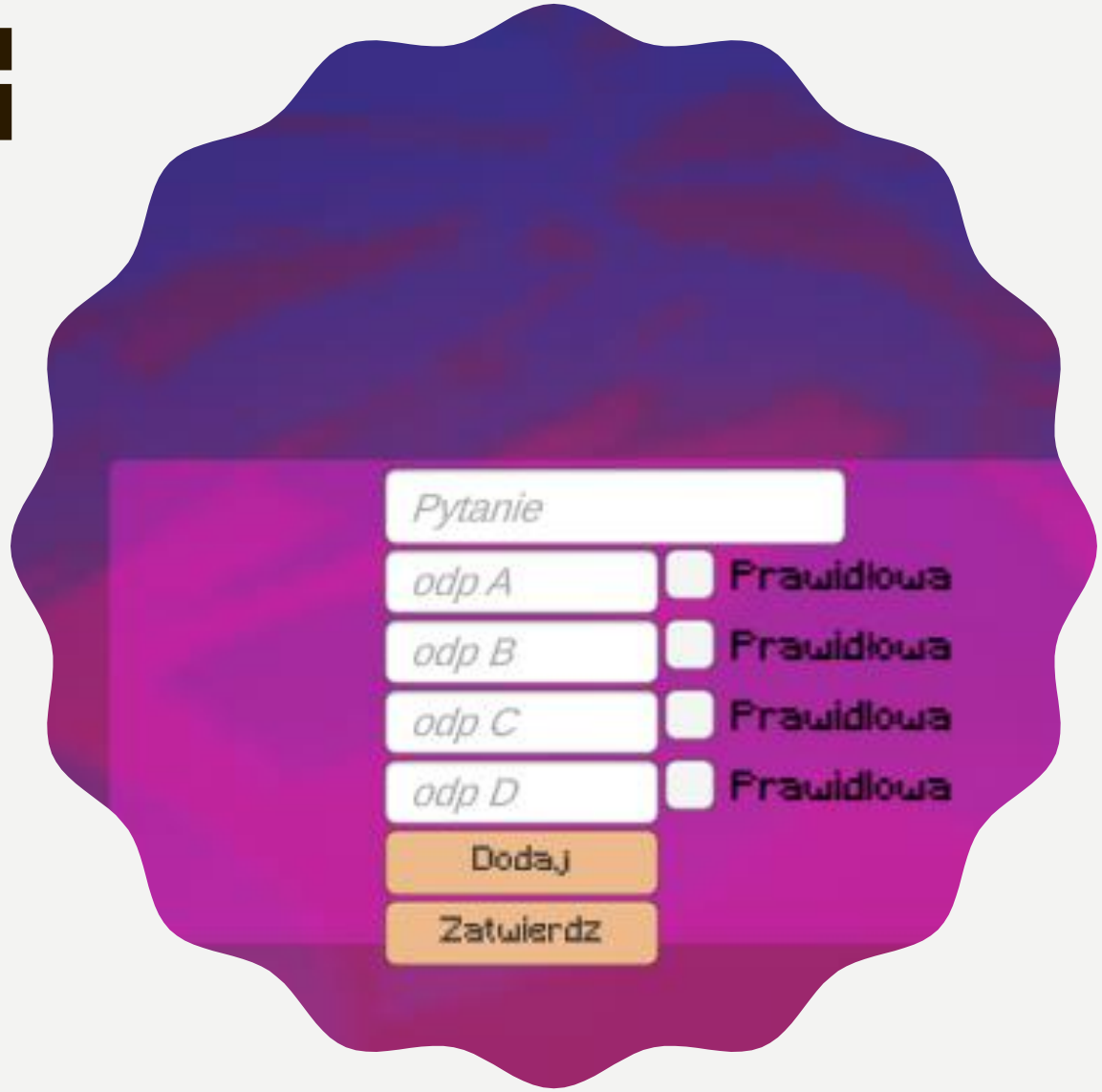
CHARACTER

- NOW THE FUN BEGGINS WE CAN CHOOSE HOW OUR INDIVIDUAL WILLL LOOK IN A GAME



QUESTIONS

- THIS WILL BE PLATFORM FOR TEACHER LETTING HIM ADD QUESTIONS AND ANSWERS TO THE GAME
- AFTER ACCEPTATION. FIELDS WILL CLEAR THEMSELVES. THAT WAY WE CAN EASLY ADD ANOTHER QUESTION



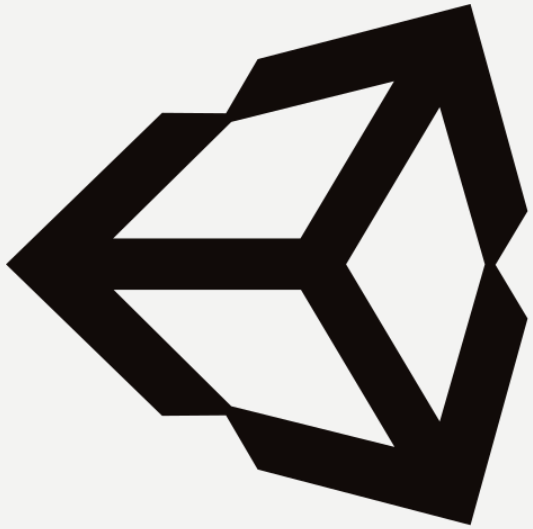
QUIZ GAME

- HERE WE HAVE
  : TIMER
  : 4ANSWERES FIELDS
  : QUESTION.
- IF PLAYER STANDS IN A CORRECT ANSWER FIELD AFTER THE COUNTER HITS 0 HE WILL GET POINTS. AFTERWARDS NEXT QUESTION WILL APPEAR ON THE SCREEN.

IDEAS, NEXT STEPS

- Our goal is to create ”city” with many options for teacher to intrest and teach students. Providing entertaining space for students to walk and discover pixel world which will have many signs and soulptures with suitable description.
- As you can see we menaged to made prototype of simple and intresting quiz. Other ideas we have in mind are games based on quizes but with more competetive activities for players that every other game will seem diferent than previous.

TECHNOLOGY



unity

CREATORS

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