GRAPHIC DESIGN

TREND: THE NEW SPACE RACE

PROJECT TITLE: Shop till you drop

THE BRIEF: When parents shop, a lot of the time they will have their children with them…and to be honest, children do get bored quite easily, being dragged from store to store and need to behave! Retail stores worldwide have come up with a great idea on how to keep the kids happy whilst Mum or Dad shops. They have introduced interactive games instore, that keep the kids entertained whilst parents' shop. Students had to create an interactive game for kids for the retail store 'NEXT'. The theme was 'SPACE' and considerations had to be made on how the game and game console would look within the 'NEXT' store environment.

SPONSORS: NEXT Retail stores. Jack Mercer (Digital Designer) Hedgehog Lab.

ANDREW CAYGILL
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John Spence Community
High School

Our game is called **Alien Battle**. The game concept is that you have to either go on to create an alien that you can play with later. If you don't chose to create a monster that's ok you can go back and design one whenever you want. When you are ready you play with your monster and sore through the galaxy to try to get different items/accessories that you can add to your own monster.

When you decide to go to a planet you will land and you will be faced with Monster that you will have to answer general knowledge questions (obviously for ages 5-10 year old). On the screen you will see the answer at the top of the screen and the answers below it.

If you get the correct answer you will deal a damage when you get the boss to 0 HP the boss will be defeat and it will drop you an item/accessories. If you get the answer wrong the boss will deal damage to you. When your HP go down to 0 you will lose no points and just keep the points you had.

You play by using the main joy stick and the buttons A, B, C, and D. A-D are for answering questions and the joy stick is for selecting what accessories you want and what planet you need to go to. There will also a start button which starts the game and a select button which confirms the things you want to have on your monster and the planet you want to go to.

NOAH MYERS
CONNOR LING

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The rules of the story are the joystick is to move forward, back, left and right and the buttons are to shoot the asteroids and to use boosts.

If you die you will have to restart the level or if you have enough coins you can carry on from where you were last and you can save your progress by creating an account and submitting your email…you can also pay £1 to download the game at home to complete.

WILL JOYCE
SABRINA HOSIE
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Hebburn Comprehensive
School

This game has a feature of facial recognition so the parent of the child can go onto the next website and create an account for the child so in the store the parent can log in the child as the console will have facial recognition and so the child doesn't have to continuously start over and over again, they can pick up where they left off and keep their progress. There is also an element of personalisation as you can pick whether to play as the premade boy character called Deneb as he is named off of the 19th brightest star in the sky and the girl character named Aurigae which is a star system so even the characters have an element of space to them.

In this game you have to complete platform game type levels that are different colours and have different names for the difficulty (difficulty increases as you go through the game) the levels are based on star constellations ranging from "the Big Dipper"- easy, coloured green to "Sagittarius"- hardest level, coloured grey. There are seven levels in total, Big Dipper, Orion's Belt, Gemini, Aries, Scorpio, Virgo, and Sagittarius. All the levels and the two characters are in a pixelated style as the try and recreate the old pixel style of old fashioned video games to give the game a retro feel and aesthetic.

The controls are simple as this game is for children. You have 6 buttons and a joystick. You can jump, run, walk, duck. There are a yes and no button for selection at the title screen and the loading of each episode and the joystick is used for controlling the character. Each button is labelled and so is the joystick so the child knows what button controls what element of the game.

If you complete the level then you can advance through the map and as you go through the map there are "planets" where you can play mini games ranging from more platform type levels to mazes and if you complete one of these mini games then you unlock that planet. Once you get to the end then the parent can make a new game for the child so the child can do the game again and aim for better scores and this will also encourage parents to come back to the store and so this game could potentially get more costumers to come into the store.