***Face-Off*  
Game Design Document**

**Short Description**  
*A simple matching game with a little twist. You have groups of faces that are similar and must match in a 3rd face to the groups from the Face Tray.*

**Game Type/Genre**  
*This is a puzzle matching game Intended for children with autism spectrum conditions. It will be used in experimental conditions to gather research data to help further the understanding of autism spectrum conditions.*  
  
**Scenario**  
*The game is set in space and you are a diplomat for your new space colony you are visiting a space alliance that is considering granting you entrance to their alliance. You must match the emotions on the faces of the diplomats to better understand their views to you joining their alliance. Success is vital to the survival of your colony this alliance will help bring in much needed resources and supplies.*

**Game Play**

Players will be presented with a grid of faces. Faces will depict an emotion and will be grouped into horizontal and vertical rows of 3. One face from each group of emotions will be removed and replaced with a question mark. The faces that are removed will be placed behind *click here to reveal a face images. The player must then click the images in the face tray to reveal the faces (1 second +-200ms jitter )that are missing once these are visible the player may then try to match up the revealed faces by dragging them into the blank spots to re-make the groups of 3 faces. The player can check to see if faces are correctly placed at any time by clicking the submit button if there are correct matches the group of faces will disappear and some effect will happen. If the faces are incorrectly placed they will drop back down to the face tray.*

**Title and Information Screens**  
*The title page will include 3 buttons play, instructions, and leave the game.*  
  
**Audio Requirements**  
*Background music is needed.*

**Game System**  
*There will be 3 distinct parts of the screen:*

*The Board – Will contain an array of faces and empty spaces for faces to be placed at.*

*The Face tray- This is a portion at the bottom of the screen that contains the faces to be placed in the blank spots*

*Score bar- This will keep track of the user’s progress through the level*

*Nodes - On the board there will be nodes these will either be empty or contain a face.*

*Submit Button – This is clicked to check if faces placed are correct.*

