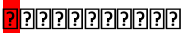


TABLE1: GUIDE FOR DESIGNING A GBL SCENARIO.

TITLE OF THE SCENARIO	To attract and engage students INFORMATION TRAP MANAGER
<p>Keywords</p>	<ul style="list-style-type: none"> ➤ Information resources ➤ Identify ➤ Scope ➤ Plan ➤ Gather ➤ Evaluate ➤ Manage ➤ Present ➤ Digital content ➤ Traditional content
Objectives/ Learning Outcomes	
<p>What kind of competences do you want to teach?</p> <p>Competency Tree</p>	<p>Competency Tree</p> <ul style="list-style-type: none"> • Do you know the scientific information sources? (Identify and scope - search/find information) • Do you really know what is available? (Identify and scope - search/find information) • Identify a search topic - using keywords and search words! (Identify and scope - search/find information) • Search techniques and specialist search tools - do you have a clue? (Plan - find relevant information) • Define a search strategy and search tool (Plan - find relevant information) • Search question - do you have the right one? (Plan - find relevant information) • Apply the principles of effective searching! (Identify and scope - search/find information) • Recognize the relevance of a fact/problem! (Identify, evaluate and avoid fake information)

<p>Type of Knowledge</p> <p>Levels of Achievement (basic/advanced)</p>	<p>Level of achievement - basic</p> <ul style="list-style-type: none"> • Listing, locating, highlighting different types of sources, recognizing different kinds of information needs (Conceptual knowledge) • Sort items or information based on identification of the item or information (Conceptual knowledge) • Use a variety of appropriate and authoritative sources (Conceptual knowledge) • Understanding the importance of citation in various formats (Conceptual knowledge) • Organizing, attributing, mashing, linking (Conceptual knowledge, Rules-based knowledge) <p>Level of achievement – advanced</p> <ul style="list-style-type: none"> • Learners will understand how to define search questions according to different information needs (Conceptual knowledge) • Interpreting, comparing and implementing items or information based on identification of the item or information (Conceptual knowledge) • Learners will be able to analyze information and evaluate its integrity, thus choosing true and unbiased information, and citing sources and references (Conceptual knowledge) • Constructing, planning, remixing, create a new product such as a research paper or bibliography or project (Conceptual knowledge, Rules-based knowledge) • Checking, critiquing (Rules-based knowledge)
<p>Game goal</p>	<ul style="list-style-type: none"> • Primary goal: The students to be aware of the different types of information sources, the specifics of structuring their content, purpose and use. ➤ Secondary goals: <p>1. Identify the personal needs of information (Plan - Find relevant information).</p>

	<p>2. Apply the problem-solving techniques (Plan - Find relevant information).</p> <p>3. Use instructions and guides in the different types of library environments (Identify and Scope - Search Information).</p> <p>4. Identify the elements of information and the relationship between them (Plan - Find relevant information).</p> <p>5. Recognize the ethical norms and the different types of licenses related to the digital content (Manage and Communicate Information).</p> <p>6. Recognize citations and references and the different styles (Identify and Scope - Search Information).</p>
Prerequisites?	
Target groups	<p>Example:</p> <ul style="list-style-type: none"> ➤ Who I will teach? <p>Degree: Bachelor</p> <p>Specialties: Library studies/ Information management/ Archival and documentary studies</p> <p>Year of study: First year</p>
Background/Skills	<p>Example:</p> <ul style="list-style-type: none"> ➤ Previous skills: Computer and browsing skills ➤ Previous knowledge: NO
General Story (Pedagogical)	
Declarative knowledge	

Conceptual Knowledge ¹	???????????
Rules-based Knowledge ²	???????????
Procedural Knowledge	???????????
Soft Skills ³	???????
General Story (Narrative)	
Genre	Examples: <ul style="list-style-type: none"> ➤ Turn-base strategy ➤ Quiz

¹ CK [definition: GBL-Design..., p. 22]. – description: A grouping of similar or related ideas, events, or objects (presenting as a set of questions and tips/traps, arranged in the circle shape) that have a common attribute or a set of common attributes

² RbK [definition: GBL-Design..., p. 23] – description: Special field Exam (Professor) involves the player in a Role play between educator and learner via brief quiz (Experience consequences). With regard to the results there is a second place (Library) where the librarian provides examples to the learner.

³ SS [definition: GBL-Design..., p. 25] – description: In the field Tip/Trap Card the player must examine his skills related to a decision taking (if the card is tip or trap). In the field Knowledge Card (KC) the learner develops his analytical skills as gather and evaluate KC and manage the information for answering questions from the main circle. In the field Campus Caffe the player can look at the answers provided by the other players but has to evaluate them according to their average score.

<p>Tense, gender, person of the narrative</p>	<p>Who is the story teller, who the story recipient?</p> <p>Example:</p> <ul style="list-style-type: none"> ➤ First person ➤ Gender: <u>Male/Female/Neutral/ Option to choose</u> ➤ Tense: Past/Present
<p>Guided/Student-led</p>	<p>Example:</p> <ul style="list-style-type: none"> ➤ With participation of the tutor: No ➤ Without participation of the tutor: Yes
<p>Description of the game</p>	
<p>Narrative description of the game plot</p>	<p>Example:</p> <ul style="list-style-type: none"> ➤ The main story: You are first year humanitarian student but still cannot distinguish between different kind of sources. Discussing curriculum topics with your colleagues you often get useful information but sometimes you are misled with useless advices too. You already know that in order to go further with your humanitarian education and to be better student you should learn principles and nature of the Information resources. How to identify, scope, plan, gather, evaluate, manage, present traditional and digital content is your main priority now. Move around the campus and library to look for answers of your questions, improve your information skills and demonstrate your knowledge and

	<p>skills in front of the professor Mad. Be the best among your colleagues and convince him that you are the best choice for the upcoming Summer Student Library Conference in Timbuktu (SSLCT).</p>
Environment Description	
Exterior	<p>Funny style animation with warm colors.</p> <p>The player sees a map of the university campus. The main departments: Start (students' dormitory); library; campus cafe; examinations office (professor Mad's office) are connected with a series of questions (marked with separate fields shaped as learning units). In the centre of the map there are two separate fields: Tip Card Generator (shaped as students' club at the campus park) and Knowledge Card Generator (shaped as a summer/open-field reading room).</p> <p>Use the dice, count and go to a certain field (check the rules at the Start button).</p> <p>For the scenes: Sound: Every click is related with sound</p> <p>Music: Choose from your own web list: Spotify, Sound Cloud etc.</p>
Interior	<p>1. Start (students' dormitory): The interior is a student's room (creative chaotic atmosphere). The main character (choosable – see the characters below) lies on his bed. The main text of the general story is presented via several cardon</p>

balloons (see Narrative description of the game plot). On the desk there is a PC with info button on the screen related to the general rules of the game). During every circle when the player reaches the start button again he/she can check the round results (statistics about the level of achievement for a certain round) and compare with the other players (element of competitiveness).

2. **Question (Classroom):** Teacher in front the white board/projector asks a question to the player with three possible answers. There is an option (tablet or laptop on a bank) to use Tip/Trap or Knowledge Card if you have one for the same field.
3. **Library:** a typical library interior with a librarian at the reference desk. The player presents the wrong answers of the exam and the librarian gives him tip (ready-made answers) for the questions. (see rules: – (minus) one turn)
4. **Tip Card Generator** (student club): a room with several tables, shelves, coffee machines and an active character. Your best friend asks you what kind of help do you need, you have to click on the shelves or table and the generator gives you a random Tip or Trap Map, which is visualized in front the player as a traditional text (clicking on the shelves) or digital source (clicking on the table with laptops or tablets).
5. **Knowledge card generator** (summer/open-field reading room): Some benches in the park. You meet there the assistant professor Young and can ask her a question. In basic

	<p>mode you can chose LO area, in Advanced mode the knowledge card is random. The generator gives you a card and you can use it for a certain field Question.</p> <p>6. Campus café: Typical campus café with several tables. Students sit at 3 tables. These are your rivals in the game. By clicking on the table you can talk to them and see their wrong answers.</p> <p>7. Examination office (professor Mad's office): Cabinet, desk, some diplomas on the wall. Professor Mad appears in the foreground and declares his desire to exam you. A 6 question answer generator appears. A result is coming out. Go Forward (positive) or Library (negative).</p>
<p>Characters</p>	<p>Main characters:</p> <p>You: Main hero is representing the players vision for the character. The player can choose gender. The character can be customized by tree carousel for the head, body and legs and colour diagram for every element. There is a form for typing real or artificial name. Since the game is related with the curriculum the student has to give his/her student ID number.</p> <p>The teacher/s: The teacher/s is a tall and elegant man with a yellow shirt and tyrants. He raises his eyebrows and hands in a meaningful gesture (if it is possible, the colours of the shirt can be different for a different set of question).</p> <p>Secondary characters:</p>

	<p>Professor Mad: A low, rounded, bald man. The hair over his ears is lush and curly. He wears glasses and an old-fashioned suit.</p> <p>Assistant Young: A charming young lady dressed extravagantly.</p> <p>The Librarian: A dry, strict white-haired woman with Puritan clothing and a baseball cap. Behind her back is a scratched (vandalized) "Keep Silent" sign.</p> <p>Best friend: A young person with an open smiling face.</p> <p>Temporary characters</p> <p>Mama: If your results are going below certain level your Mama is calling you (a red-haired curly host asking a lot of questions).</p>
Rules/Guidelines	
<p>For teachers</p>	<p>Q: How can I observe the game process? A: Via Student ID number.</p> <p>Q: How can I measure the results? A: Question/Answer personal statistics of the student: number of turns, number of questions, number of correct/wrong answers, number of tip/trap and knowledge cards, personal time, average time.</p> <p>Q: How can I prevent cheats? A: Test and focus groups will provide average results.</p>
<p>For students</p>	<p>Q: What are the rules of the game?</p> <p>A:</p> <ol style="list-style-type: none"> 1. Choose the type of game: single/multiplayer; for time/for certain number of turns/for 100 points. 2. Form a group (multiplayer). 3. Choose the level of complexity: Basic/Advanced.

4. Choose the length of every turn.
5. Fill in your name and ID student number.
6. Create a character and music skin.
7. Throw the dice. *After the test 2 X dice type 1-6 (see the stats).*
8. Count (automatically).
9. Answer the question.
10. You get 10 points for a correct answer without a tip/trap or knowledge card; you get 5 points for a correct answer with a tip/trap or knowledge card.
11. With the correct answer, the box is locked for you and when you hit it again you go to the Campus café – **BONUS.**
After the test: When you hit it again you go to the next box – RANDOM.
12. Info cards are drawn when hit on the field Tip/trap.
13. There is a catch/trick (incorrect information) in the tip/trap cards. You lose 5 points when confuse a trap card with a tip card. *After the test: If you recognise the Trap card as a trap you receive a Knowledge card. If you recognise the Tip card as a trap you lose the card.*
14. After every 3 turns, the player draws a Knowledge card.
After the test: After every 4 turns (basic) and 5 turns (advanced), the player draws a Knowledge card.
15. There are no tricks in the Knowledge cards.
16. The player decides when and how to use the cards collected at the inventory.
17. At the campus café, you can check other players' answers.
18. When you enter the exam field, you fill out a quiz. With the correct answer, you can select a field from the map.

	<p>19. If you go wrong, you go to the library, get the right answers and miss the next turn.</p> <p>20. When passing through the Start field again, the player receives information about the other players' temporary results while waiting for their turn.</p> <p>Q: How can I gain points? A: The correct answer to a question without joker is 10 points; with a joker you get 5 points.</p> <p>Q: How can I fail/ lose? A: The wrong answer benefits your opponents. Using the wrong tip / trap card you lose 5 points. If your score goes far beyond your opponents, Mom will call you 😊</p> <p>Q: How can I win? A: Collect 100 Points First / Be the person with the highest number of points in a given time / number of turns.</p> <p>Q: What treat will I receive (reward)? A: In addition to receiving a ticket for the fictional Summer Student Library Conference in Timbuktu (SSLCT) by Professor Mad, you will also be evaluated with a high score by your real teacher.</p>
<p>List of scenes (description) Scene 1 (Enter the game)</p>	
<p>Levels of Expertise (for all the scenes)</p>	<p>Basic: When player enters the same field there is only one question; Knowledge card every 4 turns. Advanced: When player enters the same field there are 3 question rotating; Knowledge card every 4 turns.</p>

Story	Explanation about the game (in the middle): Information Trap Manager is a first person serious game in the field of information literacy. The game main goal is to educate humanitarian students about types of traditional and e-information sources. Answer the question, earn points, be the best student in your class! The game was designed and developed in the framework of ERASMUS+ Project NAVIGATE – Information Literacy: A Game-based Learning Approach for Avoiding Fake Content 2017-1-BG01-KA203-036383. Credits:
Mission	Create a profile (Left): Enter your name, enter your e-mail, enter your student’s ID number. Customize your hero (Left): Choose head, body, legs, music. Choose type of game (Right): single/multiplayer; for time, turns or points. Read the Rules (Right): Link to the rules.
Place	Enter screen
Characters	The player own character
Interface components	Create a profile (Left): Enter your name, enter your e-mail, enter your student’s ID number. Customize your hero (Left): Choose head, body, legs, music. Middle: Main title, credits. Choose type of game (Right): single/multiplayer; for time, turns or points. Read the Rules (Right): Link to the rules.
Interaction	Player has to customize his/her profile and enter the game

Activities	Set the profile and enter the game
Achievement	Successful registration
Music (for all the scenes) Sound (for all the scenes)	Music: Option on/off. The player can choose his/her own music platform profile. Sound Option on/off. Every click is related to sound.
Scene 2 Students dormitory	
Levels of Expertise	Chosen in the Scene 1
Story	The main story: You are first year humanitarian student but still cannot distinguish between different kind of sources. Discussing curriculum topics with your colleagues you often get useful information but sometimes you are misled with useless advices too. You already know that in order to go further with your humanitarian education and to be better student and professional, after all, you should learn principles and nature of the Information resources. How to identify, scope, plan, gather, evaluate, manage, present traditional and digital content is your main priority now. Move around the campus and library to look for answers of your questions, improve your information skills and demonstrate your knowledge in front of professor Mad. Be the best among your colleagues and convince him that you are the best choice for the upcoming Summer Student Library Conference in Timbuktu (SSLCT).

Mission	Roll the dice and go to the next Scene
Place	Field Start: The main hero student's room. He lies on his bed. There is a laptop/PC on the desk with Info icon on the screen. Info icon: link player statistics
Characters	The player own character who is thinking: Lets go around the Campus...
Interface components	Sketch of the room: Left and Middle Inventory (on the right): tip/trap cards, knowledge cards, library and café tips, players score table, chat, rules button
Interaction	No; After test: Every round when you pass the start you receive a message: A new day is coming and here is the statistic information from the last round...
Activities	Roll the dice go to the next field via the campus map (scene) Field: 1,2,3,5,6,7,9,10,11, 13, 14, 15, 17, 18, 19, 21, 22, 23, 25, 26, 27, 29, 30, 31 – Question (Scene 3) Field: 4, 12, 20, 28 – Tip/trap card (Scene 4) Knowledge card (every 3 turns; After test – every 4 turns – basic; every 5 turns - advanced) (Scene 5) Field 8 – Library (Scene 6) Field 16 - Campus café (Scene 7) Field 24 - Exam (Scene 8)
Achievement	Every circle when the player reaches the start button again he/she can check the round results (statistics about the level of achievement for a certain round) and compare with the other players (element of competitiveness).

Scene 3 (Game main map)	
Levels of Expertise (for all the scenes)	No difference
Story	The player is standing in front of the dormitory (start). He can see the whole campus map.
Mission	Click on dice generator, go to the certain place (scene 2-8), score points, win!
Place	Campus map
Characters	The player own character
Interface components	Map of the campus: Left and Middle Inventory – Notebook or Tablet? (on the right): tip/trap cards, knowledge cards, library and café tips, players score table, chat, rules button
Interaction	Go to the next position
Activities	Roll dice Score points Wait for other players

	Chat with other player and the professor
Achievement	Score as many points as possible
Scene 4 Question	
Levels of Expertise	Chosen in the Scene 1
Story	Teacher in front of the white board/projector asks a question to the player with three possible answers. There is an option (tablet or laptop on a bank) to use Tip/Trap or Knowledge Card, if you have one for the same field. If the answer is correct, you score some points and this particular classroom is closed for you. If it isn't correct, player can try the next time when he/she enters the same field. If player has Tip/Trap or Knowledge Card (inventory) for this field, he/she can use it and score points but less than the points given for correct answer without a tip. If it is a trap card, player loses points.
Mission	Answer the question
Place	Classroom, white board/projector, question/answer window, inventory

Characters	The teacher/s is a tall and elegant man with a yellow shirt and tyrants. He raised his eyebrows and hands in a meaningful gesture. (If it is possible, the collars of the shirt can be different for different set of questions.)
Interface components	Sketch of the room: Left and Middle Inventory (on the right): tip/trap cards, knowledge cards, library and café tips, players score table, chat, rules button
Inventory	Tip/trap card Knowledge card
Interaction	Teacher: question Student: answer
Activities	<ol style="list-style-type: none"> 1. Speak with your Teacher 2. Choose Tip/trap card 3. Choose answer 4. Score/lose points 5. Next turn (roll the dice)
Achievement	Correct answer – gain points Incorrect answer – no points Incorrect Tip/trap card – lose points

Levels of Expertise	Basic: Player can set the trip/trap generator LO Advanced: Player can't set the trip/trap generator LO
Story	Tip Card Generator (Students' club in the middle of the map): a room with several tables, shelves, café machines and an active character. Your best friend asks you what kind of help do you need, you have to click on the shelves (books) or table (laptop, tablets) and the generator gives you a random Tip or Trap Map, which is visualized in front of the player as a traditional text (clicking on the shelves) or digital source (clicking on the table with laptops or tablets).
Mission	Choose Tip/trap card Evaluate Tip/trap card
Place	A room with several tables, shelves, café machines and an active character
Characters	A young person with an open smiling face
Interface components	Sketch of the room: Left and Middle Inventory (on the right): tip/trap cards, knowledge cards, library and café tips, players score table, chat, rules button
Inventory	Add to inventory Tip/trap card
Interaction	Student: "I want to ask you something". Friend: "Sorry ... <i>name</i> ... I am in a hurry for my lecture. Go to the Students' club!"

	<p>Student: Choose tip/trap card</p> <p>Student: Accept/Reject tip/trap card</p>
Activities	<ol style="list-style-type: none"> 1. Speak with your friend 2. Choose LO (basic) 3. Choose Tip/trap card 4. Evaluate (Accept/Reject tip/trap card) 5. Next turn (roll the dice)
Achievement	Store Tip/trap card
Scene 6 Knowledge card	
Levels of Expertise	<p>Basic: Player can set the knowledge card generator LO</p> <p>Advanced: Player can't set the knowledge card generator LO</p>
Story	Knowledge card generator (summer/Open-field reading room in the middle of the map): Some benches in the park. You meet there the assistant professor Young and can ask her a question. The face of the professor Young appears in front of the Open-field reading room every 3 turns.
Mission	<p>Store Knowledge card</p> <p>Use Knowledge card</p>
Place	Summer/Open-field reading room in the middle of the map.

Characters	Assistant professor Young: A charming young lady dressed extravagantly.
Interface components	Sketch of the place: Left and Middle Inventory (on the right): tip/trap cards, knowledge cards, library and café tips, players score table, chat, rules button
Inventory	Add to inventory Knowledge card
Interaction	Prof. Young: “Hi ... <i>name</i> ... do you need some help?” Student: Choose Knowledge card Student: Use Knowledge card
Activities	<ol style="list-style-type: none"> 1. Speak with Prof. Young 2. Choose LO (basic) 3. Choose Knowledge card
Achievement	Store Knowledge card
Scene 7 Library	
Levels of Expertise	Basic: Player can save and use the answers from the Library Advanced: Player can't save and use the answers from the Library

Story	The player can visit the Library only after unsuccessful exam. If he/she goes there after normal turn, this is just a rest place. The player presents the wrong answers from the exam and the librarian gives him/her a tip (ready-made answers) for the questions (see rules: – (minus) one turn).
Mission	Take correct answers from Prof. Mad's exam (Quiz)
Place	A typical library interior with a librarian at the reference desk.
Characters	A dry, strict white-haired woman with Puritan clothing and a baseball cap. Behind her back is a scratched (vandalized) "Keep Silent" sign.
Interface components	Sketch of the room: Left and Middle Inventory (on the right): tip/trap cards, knowledge cards, library and café tips, players score table, chat, rules button
Inventory	Add the correct answers to the inventory (basic)
Interaction	The Librarian: "Good morning! How can I assist you?" Student: "I am searching at <i>presenting wrong answers</i> ". The Librarian: "Here you are!" Student: "Thank you!"
Activities	<ol style="list-style-type: none"> 1. Go to the Library 2. Speak with the librarian 3. Learn incorrect answers from the exam

Achievement	Player can pass the next Prof. Mad's exam and earn points.
Scene 8 Campus café	
Levels of Expertise	Basic: Keep answer permanent Advanced: Keep answers for 5 turns
Story	Campus café: Typical campus café with several tables. Students sit at 3 tables. These are your rivals in the game. By clicking on the table you can talk to them and see their wrong answers.
Mission	Check other player's answers. Add them to your inventory. Evaluate and use them when it is necessary.
Place	Typical campus café.
Characters	Your opponents generated in the beginning of the game Random Host (club Captain)
Interface components	Sketch of the room: Left and Middle Inventory (on the right): tip/trap cards, knowledge cards, library and café tips, players score table, chat, rules button
Inventory	Save one of the answers of the opponents

Interaction	Host (club Captain) Student: "...name...how are the lectures going this week?" Player: "Fine, Jim! I also want to check the others' opinion about the material"
Activities	<ol style="list-style-type: none"> 1. Speak with Jim 2. Click on table 1 3. Click on table 2 4. Click on table 3 5. Choose and save one answer
Achievement	Use Correct answer – gain points Use Incorrect answer – lose points
Scene 9 Professor Mad's office	
Levels of Expertise	Basic: 6 questions Advanced: 10 questions
Story	Examination office (professor Mad's office): Cabinet, desk, some diplomas on the wall. Professor Mad appears in the foreground and declares his desire to exam you. A question/answer generator appears. A result is coming out. Go Forward (positive) or Library (negative).
Mission	Check your information skills knowledge

Place	Professor Mad's office. Cabinet, desk, some diplomas on the wall.
Characters	Professor Mad: A low, rounded, bald man. The hair over his ears is lush and curly. He wears glasses and an old-fashioned suit.
Interface components	Sketch of the room: Left and Middle Inventory (on the right): tip/trap cards, knowledge cards, library and café tips, players score table, chat, rules button
Inventory	Save the answers from the exam
Interaction	Prof Mad: "Dear ... <i>name</i> ...are you ready to check your knowledge?" Player: "Yes" – pass the Quiz Player: "No" – go directly in the Library (you lose one turn)
Activities	<ol style="list-style-type: none"> 1. Speak with prof Mad 2. Answer the Quiz 3. Pass the exam – extra point 4. Fail the exam – Library (minus one turn)
Achievement	<ol style="list-style-type: none"> 1. Pass the exam – extra point After test: choose your new position on the map 2. Fail the exam – Library (minus one turn)

Story	Professor Mad gives the best player a prize: Statistics Chat with the teacher and players
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Settings and materials	Examples: <ul style="list-style-type: none"> ➤ An environment that permits communication / sharing ➤ A set of specific rules ➤ Material / model for observation and repetition of others' experience ➤ A safe environment to practice 	
Applications involved	Mandatory	Examples: <ul style="list-style-type: none"> ➤ <e-Adventure>/EUTOPIA ➤ Flash Player
	Optional	Examples: <ul style="list-style-type: none"> ➤ Image / video / sound editing tools
Infrastructure/ equipment	Mandatory	Examples: <ul style="list-style-type: none"> ➤ Internet connection ➤ One laptop per learner
	Optional	Examples: <ul style="list-style-type: none"> ➤ Camera ➤ One projector ➤ One microphone

Learning Resource Type	Examples: <ul style="list-style-type: none"> ➤ Book / digital book on World War II ➤ Video on non verbal communication ➤ Images showing CISCO equipment
Time / Space resources	Examples: <ul style="list-style-type: none"> ➤ Two sessions of two hours face-to-face with learners ➤ One 45 minutes lesson and one 45 minutes workshop ☑ One classroom

TABLE2: Game Technical Description.

Operating Environment	
Development Technology	Examples: <ul style="list-style-type: none"> ➤ GDevelop game creator https://gdevelop-app.com ➤ License: open-source under MIT License ➤ HTML5 Games ➤ Cross-Platform technology.
Game Engine	Examples: <ul style="list-style-type: none"> ➤ Built on JavaScript and WebGL for 2D/3D rendering graphics. ➤ Provided with visual IDE editors, built-in libraries and JavaScript editor for game developers. ➤ Engine architecture with a wide range of Behaviors and Events handling capabilities for developers.

Gameplay Software / OS	<p>Examples:</p> <ul style="list-style-type: none"> ➤ Direct access using web browsers on any device (Chrome, Safari, Edge, Opera and others). ➤ Download the game application, games can be published as standalone Apps for: iOS, Android, Windows, MAC, Linux and Facebook Messenger.
Connectivity	<p>Examples:</p> <ul style="list-style-type: none"> ➤ Play online on web browsers ➤ Play online/offline on mobile apps.
Players	<p>Examples:</p> <ul style="list-style-type: none"> ➤ Online playing supports multiplayer.
Authentication	<p>Examples:</p> <ul style="list-style-type: none"> ➤ Players need to register to save their progress on the server. ➤ No need for registration, the progress is saved in the browser/App cache.
Technical Capacity	
Development Team	<p>Examples:</p> <ul style="list-style-type: none"> ➤ Software Engineer → Abstract modeling. ➤ Visual / graphic designer → characters, environments, actors, objects... ➤ Web developer → HTML/JavaScript developer

Requirements	<p>Examples:</p> <p>Recommendations for better experience</p> <ul style="list-style-type: none"> ➤ The game is compatible with Chrome, Safari, Edge, Opera and others. ➤ The game is compatible with Android 4.3 and above.....
Hosting Servers	<p>Examples:</p> <ul style="list-style-type: none"> ➤ The web browser version will be published through a web server. ➤ The Apps will be published on Google Play / AppStore.
Rules/Guidelines	
For Teachers	<p>Examples:</p> <ul style="list-style-type: none"> ➤ Technical requirements and specifications will be provided. ➤ How to play, monitor and evaluate students guide will be provided.
For Students	<p>Examples:</p> <ul style="list-style-type: none"> ➤ Technical requirements and specifications will be provided. ➤ How to play guide will be provided.