<div align="center">Game Design Document
"Typing Bird"</div>

Overview of the Game: Typing Bird is a typing game for K-5 students. The object of the game is very simple: keep typing the correct word or letters on the screen to keep the bird flying in a straight line. Type any word or letter incorrectly and your "bird" is in danger or running into a pipe or falling off the screen.

    Genre: Typing Skill Game

    Number of Players: 1 student

    Setting: Virtual world

Narrative (Scenario): Students are given a avatar in the form of a bird. They are to navigate level to level by typing the correct letter or word to advance their bird until the very end. Each level will increase in difficulty and by the end of the game students should become proficient typers.

Objective: Students will be able to utilize "Typing Bird" to learn and practice correct keyboarding techniques.
(6) Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:

    (E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;
    (F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning.

Description of Game World: Takes place in the sky. There are large green pipes, similar to the pipes in "Super Mario Brothers." The bird is a digital avatar that flaps its wings attempting to fly in a straight line without falling out of the sky or into a green pipe.

Gameplay: Students will go the website that the game is hosted on. They will create an account and choose a bird avatar. They will start at level one and type what they see on the screen. Each student will complete 1 level per week during computer lab time. There are 20 levels total so the "Typing Bird" game should take 20 weeks to finish. Each level of "Typing Bird" will have a 5 minute typing test incorporated within the level. Students will not be able to move on to another level unless they type with 90% accuracy. Once all 20 levels are complete the learner will be able to take a formal typing test at 30 wpm and 90% accuracy. First 5 lessons will involve the home row of keys along with the spacebar and colon/semicolon.
R, u, t, y, v, b, and n will be covered during the next 5 lessons. All other letter keys will be

incorporated during the next 5 lessons will all other keys spiraled into each lesson. The final 5 lessons will cover all punctuation, number, shift, and special keys. Final 2 lessons will be a review of all lessons previously taught.

Characters: The students will be introduced to the character of the "typing bird" that responds to the incorrect or correct typing from the student. The enemy of the game is incorrectly typed letters or words that result in falling out of the sky or into a pipe.

User Interface: Students will utilize the entire keyboard during the game.

Objects: Students will earn points for each correctly typed letter or word. The more points earned during the level, the higher the score. If a high enough score is achieved at the end of each level, the "typing bird" will do a celebration dance at the end. If the points earned at the end of the level are not high enough to continue, the "typing bird" will cry and act sad that it cannot continue to the next level.

Perspective: Side scroller game (students are looking at the avatar and the virtual world as it scrolls forward until the end).