

## NewsQuest description document

### PURPOSE

- 1) Expose the player to the information available on the CD-ROM.
- 2) Encourage the player to develop skills and techniques for accessing the information.
- 3) Entertain the player.

### OVERVIEW

The game is a loose simulation of a researcher's workday at some large publishing company. The player assumes the role of the researcher. The player's objective is to complete his/her work before a 5:00 pm deadline. The work is divided into five categories which can be completed in any order.

### CATEGORIES

A category is a collection of twenty questions and one quote. There are five categories in the game:

- Decades
  - 1990s
  - 1980s
- Elections
- Editor's Choice

In the first four categories, the contents are related by topic or time period. In the fifth category, the quote and the questions are randomly selected from the entire database.

The goal of each category is to complete the quote. None of the questions need to be answered to complete the category.

At the start of each category, the quote is displayed with all alphabetic characters replaced with hyphens. Correctly answering the questions in a category exposes randomly selected characters in the quote. Each correctly answered question exposes 1/4 of the remaining unexposed characters. The final four characters will not be exposed and one character will be left for each of the remaining unattempted questions.

### ADDING TO THE QUOTE

At any time while in a category, letters can be added to the quote. Letters are added from left to right, top to bottom. Time penalties are incurred for typing incorrect letters. The penalty is inversely proportional to the number of correctly answered questions in the category. When the last letter is added to the quote, the category is

complete.

## ANSWERING QUESTIONS

Each question is first presented to the player with a box for typing in the answer. The game time is incremented when the question is presented.

If the typed answer is incorrect, the player is given the option of taking a hint. If the hint is taken, the game time will be incremented, the hint will be presented and the player will have the opportunity to type another answer.

If the hint is rejected or the second typed answer is also incorrect, the game time will again be incremented and a multiple choice box will be presented to the player.

If the correct answer is provided, quote letters are exposed as described in the CATEGORIES section.

## SEARCHING

Searching is available while in a category by clicking on one of the screen controls. There is no time penalty for searching. While this is not true to the simulation, it helps to encourage the player to develop searching skills instead of guessing.

## GAME SAVE/RESTORE

The game save/restore feature is invoked by clicking the keyboard area. Game save/restore is only available at the category level. If the feature is invoked when the game is first started, the restore feature is activated. If the feature is invoked after a category is completed, the save feature is activated.

## TIME PENALTIES

- Question presentation - 7 minutes
- Hint presentation - 8 minutes
- Multiple choice presentation - 10 minutes
- Incorrect quote letters - 2 minutes less the number of correctly answered questions, minimum 1

## GAME ENDINGS

- 1) Game time exceeds 5:00 pm  
Sorry, you have missed your deadline. Your NewsQuest newsday is over. Better luck next time!
- 2) All categories completed between 5:00 pm and 4:31 pm  
Congratulations! You made your deadline. Your NewsQuest newsday is over.
- 3) All categories completed between 4:30 pm and 4:01 pm  
Congratulations! You made your deadline with <over> half an hour to spare. Your editor is impressed.
- 4) All categories completed between 4:00 pm and 3:01 pm  
Congratulations! You made your deadline with <over> an hour to spare. Your editor is VERY impressed.
- 5) All categories completed at or before 3:00 pm  
CONGRATULATIONS! You made your deadline with <over> two hours to spare. Your research skills are excellent. Your editor is very impressed!