

# Mission TADA

## Where to find the game

<https://gd.games/instant-builds/031d0bea-d4f3-40d7-8d15-7f23c7b5e19a>

## Hosting the game sessions

### Accessibility

#### English level

A1 and A2

#### Accessibility features

N/A

### Advice for specific student profiles

N/A

### Classroom organisation

#### Duration

The game should take between **10 to 15 minutes to complete**.

You can **split the game** into several sessions, based on the roadmap below. This will allow to discuss with the students at different steps of the game. **The game progression can be saved** in the menu for the next sessions

## Single-player mode

### Solo

There is only one game character to control; therefore this game may be best suited to be played in solo mode (one student per computer).

### In Group

There is not multiplayer mode for this game. However, students can play in groups of 2 (or 3) on the same computer. Students could then have different roles.

### Play as homework

You could also ask them to play this game at home and, if the level of your students is adapted, to make a small report on the story.

Make sure that students are aware of the expected duration of the game, so that they can manage their time accordingly. For the homework activity, it is also advised to give them the player's guide, so that they can find help if they are stuck at a step of the game.

## Briefing

### Pedagogical requirements

The game is tailored for A2 and A2+ learners.

### Explanations to give before playing

All the necessary information pertaining to the game has been comprehensively provided within the game itself.

## **Emotional security and other warnings**

Depending on their individual life stories, be aware that the game covers the following:

- Prison environment
- Traps

## **Follow-up and Post-play activities**

### **Evaluation: score analysis or resolving difficulties encountered**

There isn't any sort of scoring involved

### **Lesson plan using the in-game content learned**

N/A

### **Debrief or production based on the game session (essays, list of words to review...)**

N/A

# The game

## Context and story

### Plot

You stumble upon an escape tunnel rigged with language challenges. Crafted by a brilliant linguist who once dreamed of freedom, these puzzles guard your way out. To escape, you must decipher these challenges, drawing on your collective knowledge of English languages. Along the journey, you unravel the linguist's story and form an unbreakable bond, transcending cultural divides. As you conquer obstacles, you not only gain freedom but also the transformative power of language, inspiring others within the prison to follow your path to enlightenment and escape.

### Lore – game world

The game world is a futuristic, high-tech prison with dimly lit corridors, fortified structures, and advanced surveillance. Players navigate through maze-like cell blocks, guard quarters filled with confidential documents, and dark underground tunnels.

## Characters

### Protagonist(s)

- [Oz]

He is the main character on a mission to escape the prison

### Antagonist(s)

N/A



## Companion(s)

N/A

# Gameplay

## Gameplay 1: [type of game]

The game gives a top-down view that the player navigates using the following controls:

		
Move	Left click	← ↑ ↓ →
Action button	Left click	Spacebar
Open/ close menu	Right click	Esc

## Pedagogical impact

Interacting with objects and characters will have the player read English texts that explain what happens in the game.

## Roadmap and solutions

### Level 1: The Cell Block Conundrum

Our hero starts in their cells, connected by a maze of narrow corridors and guarded by vigilant prison officers. To escape, you must decode messages to find clues hidden within the prison walls. The challenges include matching words, and identifying correct grammar usage. Each correct answer brings them one step closer to finding the key to the next area.

### **The Guard's Quarters Dilemma**

After breaking out of the initial cell, the player must navigate the guard's quarters, evading the guards and finding their way to the next cell housing the tunnel.

### **The Escape Tunnel Challenge**

Within the tunnel, the player encounters intricate puzzles and language-based riddles that guide them through a labyrinthine network of tunnels, replete with traps and obstacles. Swift and precise decryption of these challenges is essential to safely navigate the tunnels and reach the exit.

**Sources:**

N/A



## Co-funded by the European Union

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

**Project code:** 2021-1-BE01-KA220-SCH-000027783

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