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Design Document: Picking Favorites

Game Concept

Picking Favorites is a sorting game, in which a player enters a list of items, and then an algorithmic style of randomizing helps the player choose which of those items are their favorite.

Game Design

There will be a series of input fields (the player can add more, should the need arise). The data is then collected from those fields, and mixed together using factorials to determine the optimal number of comparisons in order to establish an ordered list of favorites. The player can then choose “option A”, “option B”, “neither”, or “both”. There is a scoring system at play, and when all battles have been completed, the list is ordered and displayed on screen.

Game Task List

1. Find an algorithm to sort the questions.
2. Make sure to avoid duplicates.
3. Sort elements of the list.
4. Display them in the right order.