

ID: 427 - Draw Your Puzzle

DESCRIPTION: Unleash your creativity with colours, patterns and unique stickers. When you finish your masterpiece, it magically becomes a puzzle for you to solve.

Icon	Name in EN	Description	Minimum age
	Draw your school puzzle	Create your own puzzle! Draw, add school-themed stickers, then put it together.	4 years
ASSETS			

Kokoro Kids

Area	Subcategory
Logic	Attention

Kokoro Schools objectives

Area	Subcategory	Objective
Creativity	Visual arts	Creative expression
Creativity	Visual arts	Technique
Creativity	Visual arts	Drawing
Creativity	Visual arts	Use of materials
Creativity	Visual arts	Colour discrimination
Cognitive skills	Attention	Sustained attention
Cognitive skills	Attention	Focused attention
Cognitive skills	Executive functions	Cognitive flexibility
Cognitive skills	Perception	Visual perception

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Context and introduction



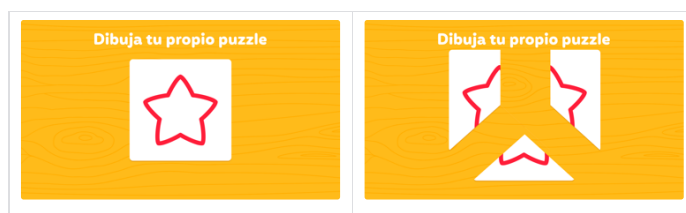
Draw Your Puzzle combines different mechanics in one game. It has two parts: a drawing scene and a puzzle-solving scene.

The first half focuses on creativity through drawing. The aim is for players to feel involved in creating the game and to be the protagonists of their own experience.

The game also includes logic: when the artwork is finished, it is divided into puzzle pieces that the player must place correctly to complete the level.

Description and development

Initial tutorial



Note: The animation must last as long as the voice-over.

The development team may speed up or slow down the animation as needed.

At the start, the Spine animation shown in the table above plays. A pencil draws a picture, which then breaks into pieces. This explains how the game works: after drawing, the player will turn their picture into a puzzle.

The following voice-over plays:

Tutorial 0

SPANISH	ENGLISH	PORTUGUESE	FRENCH
¡Hola, artista! Dibuja lo que quieras... ¡y se convertirá en un puzzle!	Hi, artist! Draw whatever you like... And it will turn into a puzzle!	Olá, artista! Desenhe o que quiser... E ele vai virar um quebra-cabeça!	Salut, artiste ! Dessine ce que tu veux... Et il se transformera en puzzle !

i The on-screen text reads ·Draw your own puzzle·.

SPANISH	ENGLISH	PORTUGUESE	FRENCH
Dibuja tu propio puzzle	Draw your own puzzle	Desenhe seu próprio quebra-cabeça	Dessine ton propre puzzle

Drawing stage

When the game starts, the following elements appear:

- Colour swatches enter from the left.
- Buttons for the available tools enter from the right: brush, pencil, stamp and stickers.
- The drawing canvas and OK button enter from the bottom centre.

This version of the game has a back-to-school theme.



Drawing tools

There are six drawing tools available at the start:

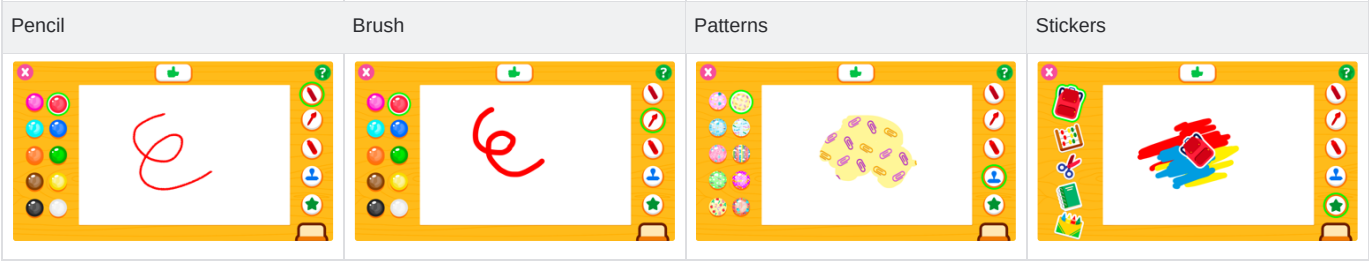


- Pencil
- Brush
- Marker
- Stamp (patterns)
- Star (stickers)
- Eraser

i When a tool is selected:

- The button looks pressed, losing its border and raised appearance.
- A green outline appears, approximately 10 px thick (#00ff00).
- The eraser changes from its inactive to its active state.

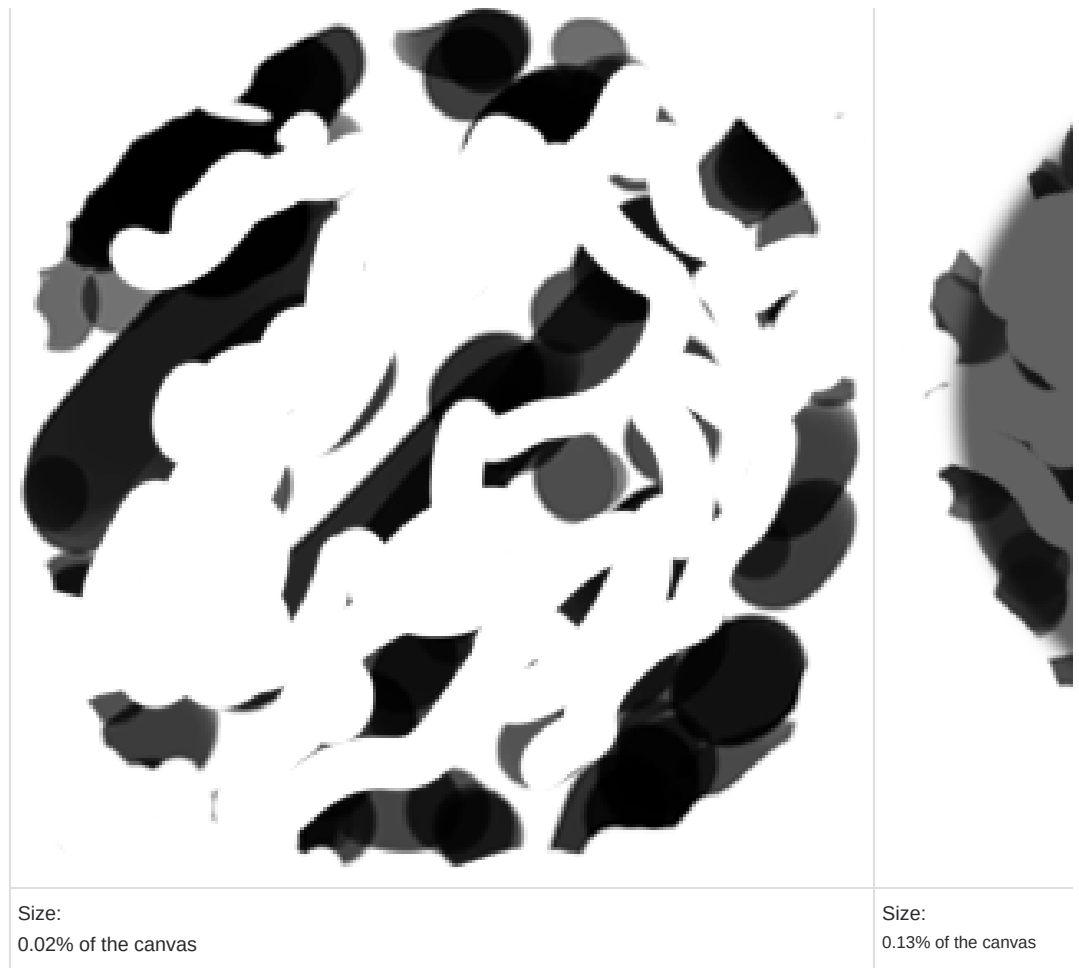
• For the pencil or brush, choosing a colour also changes the icon to that colour.



Pencil and brush

The pencil and brush textures are shown below:

Pencil	Brush
	
Texture:	Texture:

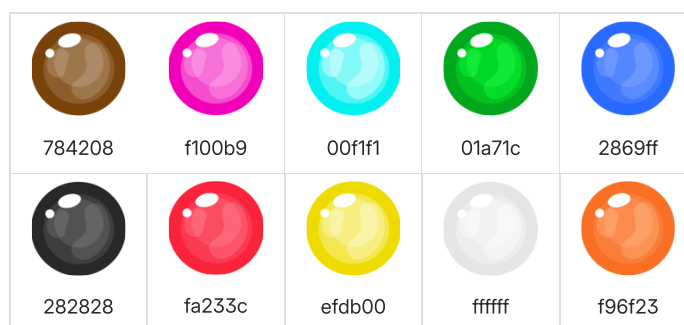


Size:
0.02% of the canvas

Size:
0.13% of the canvas

Players draw on the canvas with the pencil or brush, choosing from the available colours. The pencil produces a textured stroke; the brush produces a smoother, more uniform stroke.

Colours



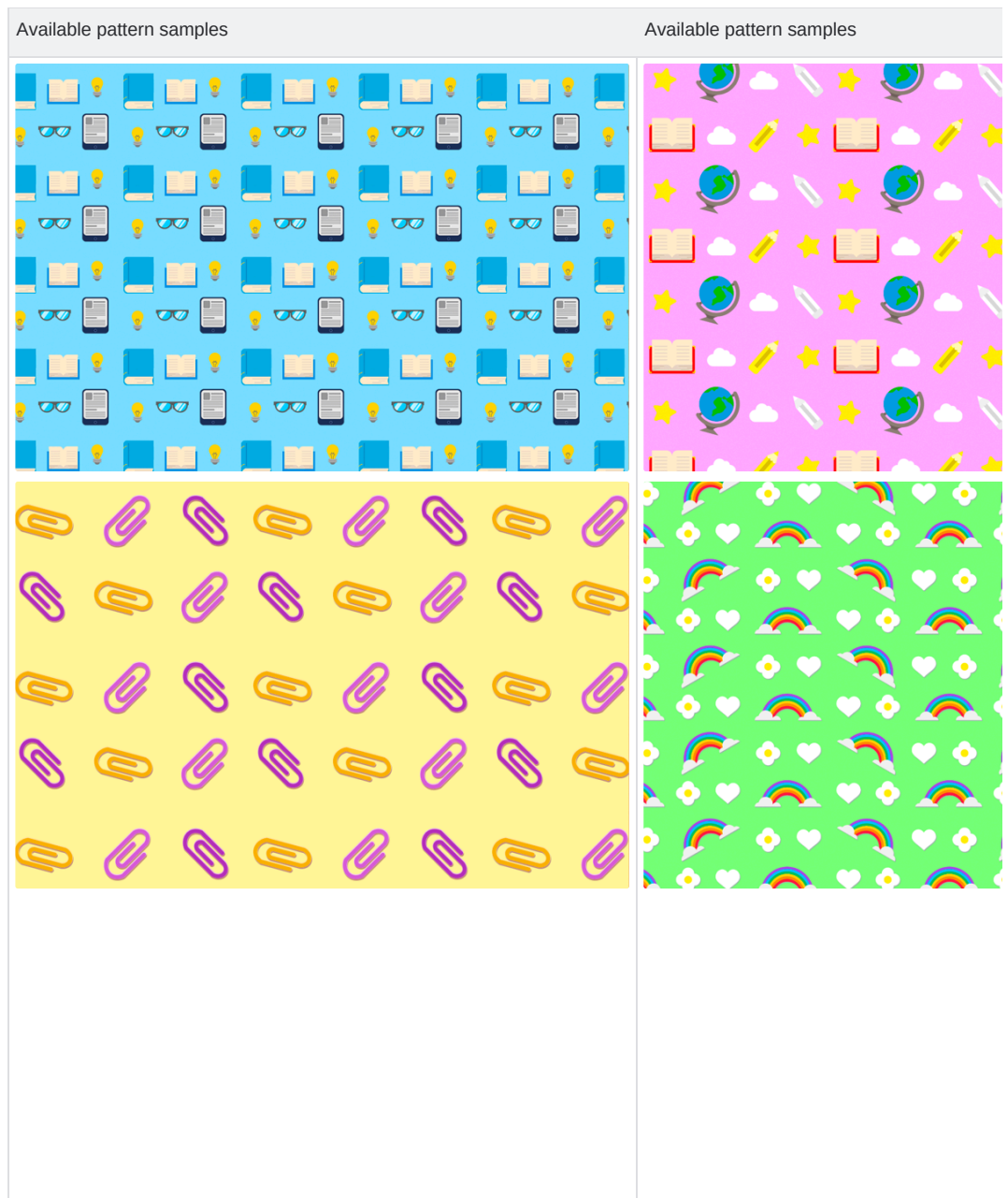
i If the player has not selected a colour or tool, the first available option is used by default:

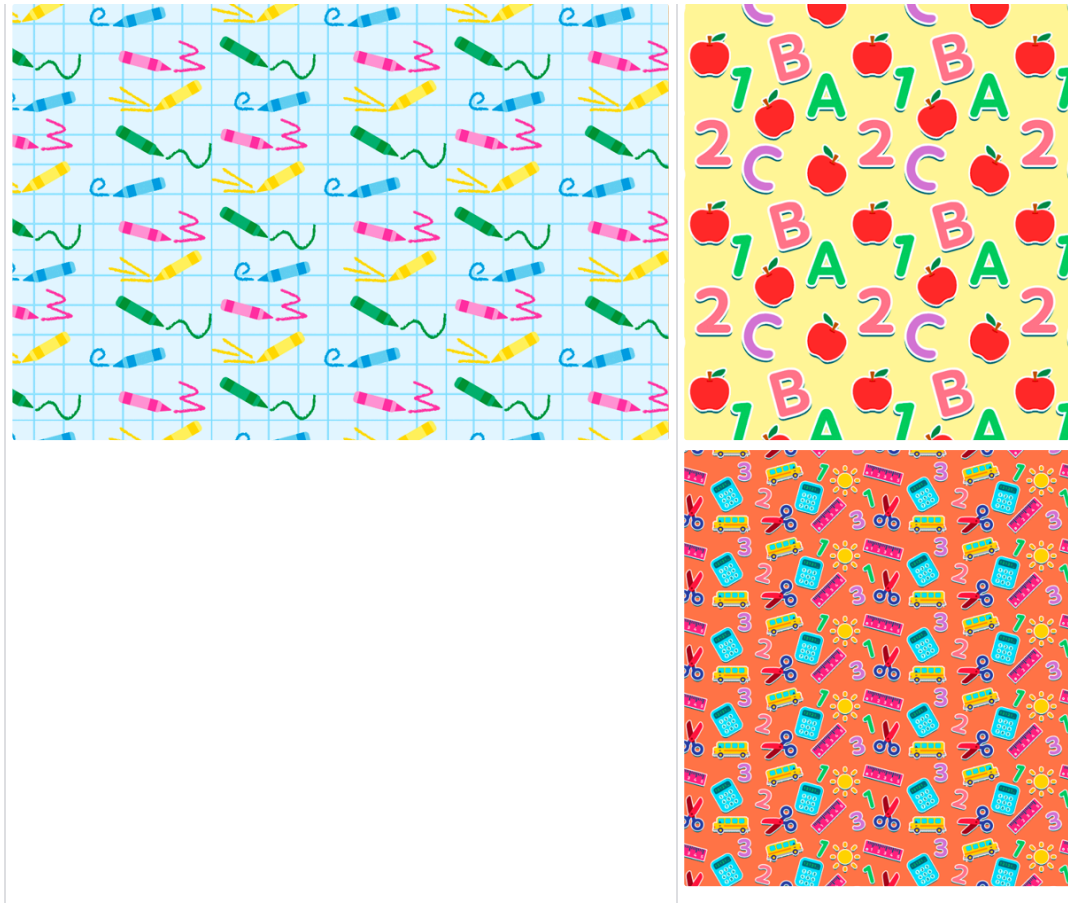
- If no tool is selected, the pencil is used.
- If no colour, pattern or sticker is selected, the first option in each category (top left) is used:
 - Pink colour
 - Lilac pattern (open book, globe...)
 - Backpack sticker



Selecting the stamp tool replaces the colours in the left HUD with the available pattern selectors. Its texture is uniform, like the brush, without additional effects.

The available pattern designs are shown below:





Stickers



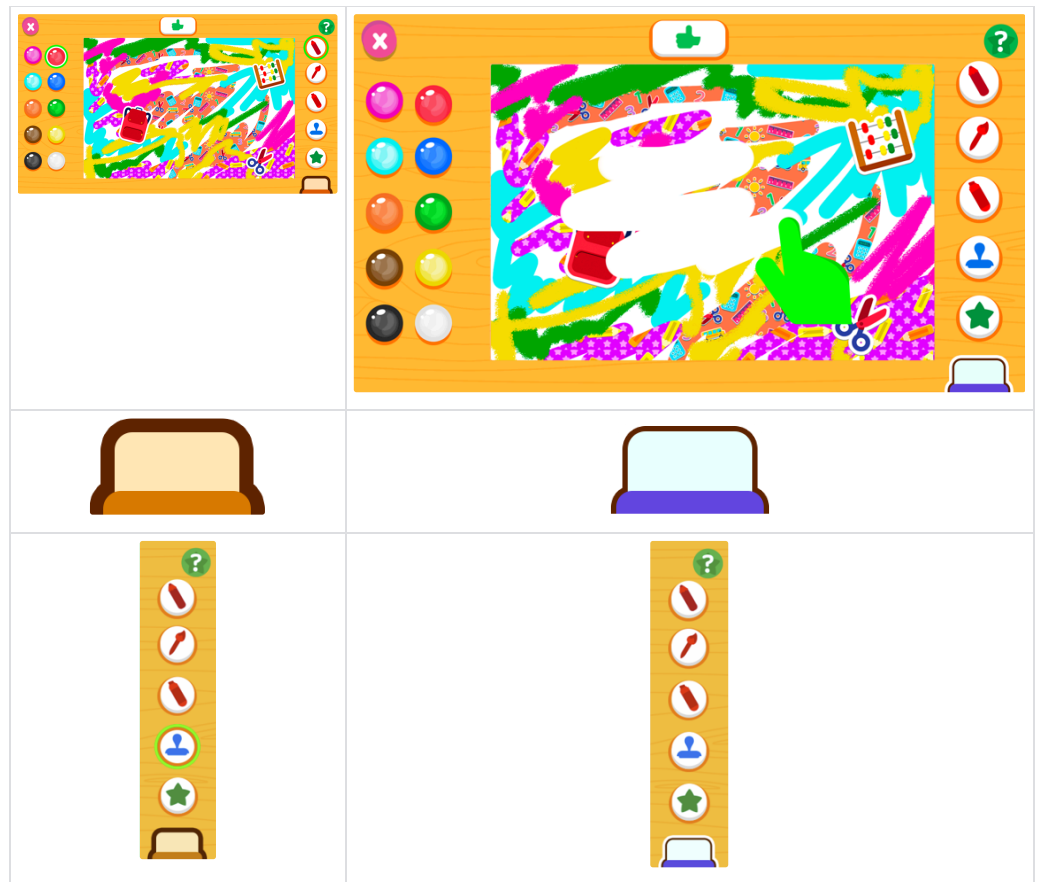
Selecting the sticker tool replaces the colours in the left HUD with the available stickers.

To choose a sticker, the player taps it. A green outline marks the selected sticker. They then tap the canvas to place it.

- Rotation is random to add variety.

Eraser

Eraser: Inactive	Eraser: Active
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Texture:

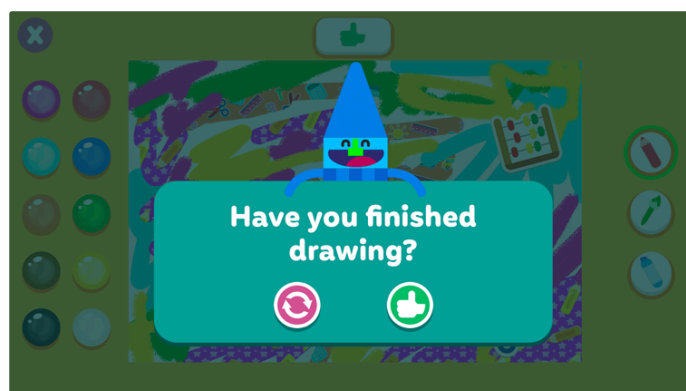


Size:

0.7% of the canvas

- The eraser lets players remove any stroke or element they have drawn on the canvas.
- It paints the area it passes over white, removing previously drawn content.

When the player presses the button to finish drawing, the following question appears:



SPANISH	ENGLISH	PORTUGUESE	FRENCH
¿Has terminado de dibujar?	Have you finished drawing?	Você terminou de desenhar?	Tu as fini de dessiner?

Transition



Pressing the OK button above the canvas indicates that the player has finished drawing.

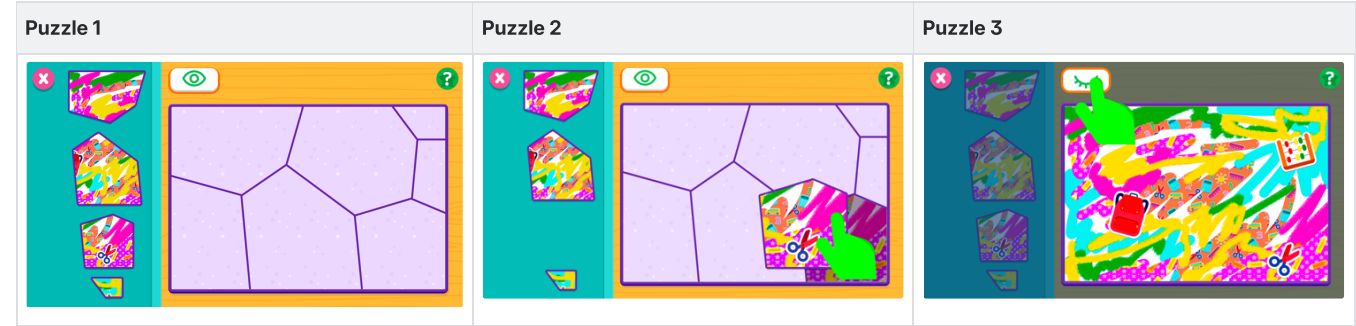
The game then moves to the next stage.

SPANISH	ENGLISH	PORTUGUESE	FRENCH
¡Qué chulo ha quedado! ¡Vamos a convertirlo en un puzzle!	It looks great! Let's turn it into a puzzle!	Ficou tão giro! Vamos transformá-lo num puzzle!	C'est trop chouette ! On va le transformer en puzzle !

1. The drawing elements disappear from the HUD:
 - a. Colours, patterns and stickers move off to the left.
 - b. Tools move off to the right.
 - c. The OK button fades out, from 100% to 0% opacity.
 - d. The drawing moves to the centre of the screen.
2. A white star appears in the centre of the screen. It scales up from 0% until the entire screen is white.
3. The complete drawing changes into the version divided into puzzle pieces.
4. After the change, the star shrinks from filling the screen until it disappears.
5. The divided canvas then moves upwards and disappears from the screen.
6. The purple-edged puzzle frame enters from above and moves into position.
7. The blue tray holding the puzzle pieces enters from the left.
8. Puzzle pieces scale from 0% to 100%. The visibility button, with an eye icon, also appears.



Puzzle stage



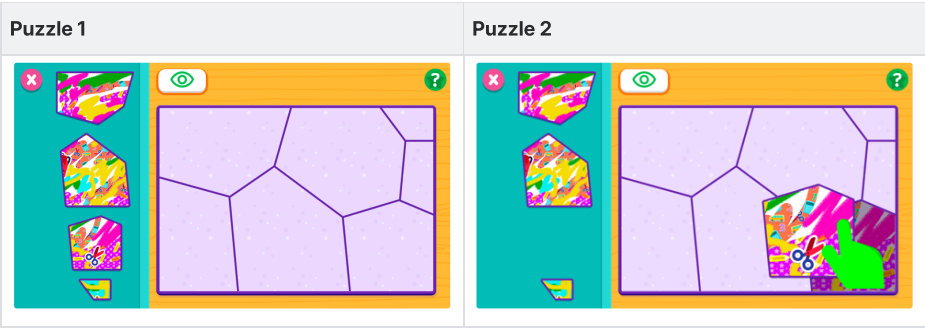
Puzzle tutorial:

The hand picks up a piece and drags it towards the puzzle frame. At the last moment, it moves back and releases the piece, which returns to its original position.

SPANISH	ENGLISH	PORTUGUESE	FRENCH
Ahora toca resolver el puzle. Coloca las piezas en su lugar.	Now it's time to solve the puzzle. Put the pieces in their place	Agora é hora de resolver o puzzle. Coloca as peças no lugar certo	Il est temps de résoudre le puzzle. Place les pièces au bon endroit.

- Between one and four puzzle pieces can be displayed around the frame. _____
- Pieces have a purple border (#7c20b3), approximately 8 px thick, to distinguish them from the background.
- Picking up a piece enlarges it to the size it needs to be in the puzzle.
 - When a piece is moved over its correct position in the frame, a shadow previews how it would look when placed.
 - This gives the player a small clue about where the piece belongs.
- While the visibility button (eye icon) is held down:
 - A turquoise background (#009595) appears at 50% opacity.
 - The button looks pressed and its icon changes to a closed eye.
 - A preview of the previously created drawing appears over the frame.
- Correctly placed pieces briefly squash and stretch, with white and yellow star particles.
- Incorrectly placed pieces return to their original position.

What happens if there are too many pieces?

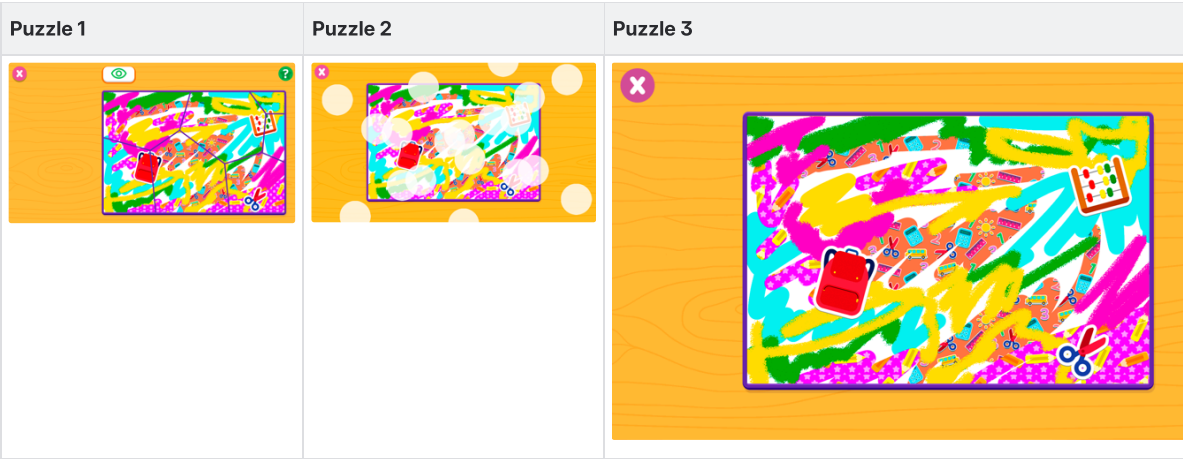


- Approximately four pieces can be displayed on screen at once.
- For levels with more pieces:
 - When a piece is picked up and moved far enough from its original position, another previously hidden piece appears in its place.
 - If the piece was on the left, its replacement enters from the left.
 - If the piece was on the right, its replacement enters from the right.
 - If the piece was in the centre, its replacement enters from the centre.
- If the held piece is released or returned to its position, the new piece retreats and disappears.

What happens if a piece is placed incorrectly?

- An incorrectly placed piece returns to its original position.
 - The piece shakes, rotating rapidly left and right a couple of times.
 - It returns to its original position.
 - The error sound plays.

Ending



When the player places all the pieces correctly, they complete the round!

- The board moves to the centre of the screen.
- Smoke particles appear.
- The smoke hides the image change: the complete picture appears without the puzzle divisions.

SPANISH	ENGLISH	PORTUGUESE	FRENCH
¡Wow! Has creado tu propio puzle.	Wow! You've created your own puzzle.	Uau! Você criou seu próprio quebra-cabeça.	Waouh ! Tu as créé ton propre puzle.

¡Bien hecho!	Well done!	Muito bem!	Bravo !
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The puzzle stays on screen while the voice-over and the final music, called ending, play.

Finally, a thumbs-up hand and confetti appear, accompanied by applause.

Animations and sounds

Voice-overs

SPANISH	ENGLISH	PORTUGUESE	FRENCH
¡Hora de dibujar! Elige una herramienta y pinta lo que quieras. Cuando hayas terminado, pulsa en el botón	Time to draw! Choose a tool and paint whatever you like. When you're done, press the button	Hora de desenhar! Escolhe uma ferramenta e pinta o que quiseres. Quando terminares, carrega no botão	C'est l'heure de dessiner ! Choisis un outil et dessine ce que tu veux. Quand tu as terminé, appuie sur le bouton.

SPANISH	ENGLISH	PORTUGUESE	FRENCH
¡Qué chulo ha quedado! ¡Vamos a convertirlo en un puzzle!	It looks great! Let's turn it into a puzzle!	Ficou tão giro! Vamos transformá-lo num puzzle!	C'est trop chouette ! On va le transformer en puzzle !

SPANISH	ENGLISH	PORTUGUESE	FRENCH
Ahora toca resolver el puzzle. Coloca las piezas en su lugar.	Now it's time to solve the puzzle. Put the pieces in their place	Agora é hora de resolver o puzzle. Coloca as peças no lugar certo	Il est temps de résoudre le puzzle. Place les pièces au bon endroit.

Table: Animations and sounds

When	Animation	SFX
Entry: Drawing tutorial	A Spine animation plays: a pencil draws a star, which breaks into three pieces. The screen reads 'Draw your own puzzle'.	intro SFX + inicio (Spine animation)
Gameplay: Drawing scene	In the first round, a tutorial plays. A hand appears, taps the pencil and selects a colour. •	SFX from the Tutorial 1 folder (tutorial_1.1 to

	• The hand then simulates drawing a line on the canvas. ◦ When it finishes and leaves the screen, the stroke disappears. • Finally, it moves to the OK button and presses it. ---- In later rounds, the Spine tutorial can be played. • <code>tool</code> - ·Choose a tool· • <code>color</code> - ·Choose a colour· • <code>finish_draw</code> - ·When you are done, press the button·	<code>tutorial_1.5) +</code> <code>song</code>
Gameplay: Drawing scene	• Selecting colours, patterns or stickers • Placing a sticker • Choosing a tool • When a stroke ends, small particles appear as the player lifts their finger.	<code>finish_color +</code> <code>tap1/tap2 +</code> <code>tool1/tool2 +</code> <code>magic</code>
Gameplay: Drawing scene	The ·Have you finished drawing?· pop-up appears; the player presses one of its buttons.	<code>voice-over + tap</code>
Gameplay: Transition	• Colours, patterns and stickers disappear to the left. • Tools disappear to the right. • The OK button fades from 100% to 0% opacity. • The drawing moves to the centre. ◦ Smoke particles appear from the centre of the canvas. ◦ The smoke hides the change as the drawing becomes puzzle pieces.	<code>great voice-over +</code> <code>particles</code>
Gameplay: Puzzle scene	The puzzle scene appears and its explanatory voice-over plays. • Picking up a piece plays tap. • Releasing a piece plays drop. • Incorrect placement plays error. • Tapping the eye button plays tap. • Correct placement on the board plays magic.	<code>tutorial3 +</code> <code>tap +</code> <code>drop +</code> <code>error +</code> <code>magic</code>

Victory / ending	• The tray holding the puzzle pieces moves left until it disappears from the screen. ◦ • The visibility button moves upwards until it disappears from the screen. ◦ • The board moves to the centre of the screen. • Smoke particles appear. ◦ magic plays. • The drawing changes: the puzzle divisions disappear and the whole picture is shown. • The well_done voice-overs play. • The ending music plays in the background. • A thumbs-up hand appears. ◦ Confetti appears on screen. ◦ Applause plays.	magic + well_done + ending
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Reduced stimulation

- No particles or particle-related sounds.
- No SFX.
- The background is a flat colour, without the wood texture.
 - Colour: #ffba34

Game details

 Maximum play time per round: 3 - 4 minutes = 180 - 240 seconds

Maximum rounds per game: 1 round