**Name**

Roxanne

**Age**

22

**Interests**

Reading, fashion, music, puzzle solving, cross-words, socialising, films, people (body language, communication), facebook.

**Free-time**

Socialising, reading, walking the dog.

**Consoles**

Wii, Laptop (Windows 7 x64).

**Gaming Experience**

4/10 (Because of time).

7/10 (Back in the day).

**Associated Brands**

Sony, Sega, Microsoft, Nintendo.

**Preferred Games**

Scattergories, Monopoly, Sonic, Mario, The Sims, Rollercoaster Tycoon 2, Gun.

Puzzle solving with stories.

**'Perfect' Games**

* Captures your imagination
* Platformer
* Mini-Games(?)
* Main character is you

Write-up of brain-storming session

|  |  |
| --- | --- |
| **Name** | **Description** |
| Hotel Receptionist | Orientated around a hotel reception area, you must keep guests happy while simultaneously performing other tasks. |
| Puzzle-Solver | You must physically move objects in order to solve puzzles. |
| Hotel Builder | Build a hotel and attract guests, while keeping the guests happy, balancing money and reaching goals. |
| Puzzle-Platformer (a) | Solve puzzles in platformer styled game play. |
| Fashion Designer (a) | Design outfits and sell them for a profit. Expand your clothing brand and make more money. |
| Indie-Band | Platformer, orientated around collecting special items and using them to solve a puzzle. Utilises the element of music and sound for puzzles. |
| Fantasy Land | Fly through a fantasy world, dodging enemies and collecting items. |
| Hotel Porter | Using a variety of mini-games, solve guests problems by completing mini-games and increasing your score. |
| Platform Designer | Player one is in a platformer state of gameplay, while player two actively adds objects into the game to help player one. Player one collects objects for player two to use. |
| Fashion Designer (b) | Collect pieces of clothing around a level, at the end of which you amalgamate them together to form a piece of fashionable clothing and sell for profit. |
| Puzzle-Platformer (b) | Player one explores a platformer styled level, picking up special items, which helps player two solve a puzzle, unlocking the next level for player one. |

# Indie-Band

## Introduction

* Get your instruments, make some music, get to the gig.

## Background

You are the lead singer in an independent band, struggling against the main stream signed bands. After a drunken night, celebrating your newest confirmed gig, you've lost all your instruments and music sheets.

As the lead singer you've taken it upon yourself to find your instruments, find the pieces of your music sheet and get to the gig in time, helped only by a generic rodey.

## Description

**Elements**

* Platformer exploration
* Puzzle solving challenges
* Race for the gig

**Platformer**

* Camera follows player one
* Player two cannot leave the viewport
* Defeatable enemies spread around the map
* Enemies can damage both player one and two
* Player two deaths do not change score
* Player one deaths lose score
* Must have certain items (but not all) before ending the level.
* Special items: guitar, bass, cymbals, drums, microphone
* Special items: musical notes

**Puzzle Solving**

* Get the pieces of the instrument in the right place
* Hear a piece of music, get the notes in the right order

**Race for the Gig**

* Obstacle orientated level
* Time limit
* Race to the end

## Key Features

* Search for your instruments in a platformer environment
* Re-build your instruments
* Piece together your music
* Get to the gig before it starts

# Genre

Platformer.

Puzzle.**Platform Designer**

## Introduction

* Help your buddy, change the level, finish the game.

## Description

**Elements**

* Platformer exploration
* Level editor

**Platformer**

* Camera follows player one
* Player one has to reach the end of the game
* Enemies will harm player one
* Enemies are defeatable
* Player one has many physical obstacles stopping him completing the level
* Player one can pick up objects for player two to use: bricks, sticks, girders
* The quicker it's completed the more points are added at the end of the level

**Level Editor**

* Player two can drop objects in the level to help player one
* Objects are made available as player one picks up items

## Key Features

* Get to the finish as quick as possible
* Dodge all the enemies
* Help your buddy finish the game by building bridges, blocks and ladders

# Genre

Platformer.

Level builder.**Puzzle-Platformer (b)**

## Introduction

* Help your buddy, find the pieces, solve the puzzle

## Description

**Elements**

* Platformer
* Puzzle

**Platformer**

* Player one explores a platformer based environment
* Finds items which unlocks items in the puzzle game
* When player two completes the puzzle the level advances
* Enemies harm player one
* Enemies are defeatable

**Puzzle**

* Player two attempts to solve a puzzle
* Puzzles are made easier as player one finds more items
* Player one's level advances as each puzzle is solved
* Time limit for puzzle to be solved

## Key Features

* Find the missing puzzle pieces.
* Help your buddy complete the puzzle.
* Dodge enemies.
* Advance into new, more challenging puzzles.

# Genre

Platformer.

Puzzle.