**Game Name: Step Quest**  
Theme: Role-Playing Game  
Target Platform: Windows PC

Concept:

The game takes the form of a third-person puzzle-platformer, where player must navigate through the level to reach the goal and progress. In order to achieve this, they must interact with switches throughout the level to make their corresponding platform materialise, these platforms helping to build the path to the end goal.

To reach these platforms and switches, the player has a number of mechanics available to them. They can move around, they can jump and, most importantly, they can deform the terrain beneath them either upwards or downwards.

The player is initially presented with a selection of characters to choose from, whichever character they choose will serve to be their avatar for the duration of their time playing the game.

In traditional role-playing game style the player can earn experience points in order to level up their character and become stronger in order to win more battles. To earn this experience the player needs to engage with the fitness aspect of the game and walk around to raise the pedometer’s step count, this directly feeds into their character’s experience pool.

The primary reason for doing this is to raise their character’s strength for when they encounter a number of random battles that can pop-up as they are walking around. Upon running into one of these random battles, the player is taken to a battle screen where they are presented with themselves, an enemy, both their health bars and an option to attack by tapping on their character’s weapon. Tapping on this weapon will cause the player to attack, causing damage to the enemy’s health by drawing from the player’s strength stat, which they have built up by walking around and levelling up.

The reward the player gets from completing these battles is randomly selected from a number of options, they could:

* Gain a flat bonus to their current experience
* Gain a timed multiplier for their experience gain
* Gain a bonus to their strength
* Gain a bonus to their HP

In addition to this, upon completing battle milestones (such as winning 1 battle, winning 10 battles, winning a battle without losing any health etc.) they can also be rewarded with badges. These badges can be accessed from the character screen and can be used to track their achievements throughout their game playing time, and ideally encouraging them to play more to earn further badges.

However, should the player lose one of these battles they will be punished for doing so. Again, this will draw randomly from a selection of potential punishments, such as:

* A small subtraction from their current experience
* A decrease in their character’s strength
* A decrease in their character’s HP

The aim is for this to then encourage the player to go out and walk more in order to strengthen up their character before they encounter another battle, thereby decreasing the chances of them being punished for losing again.