**Game Name: Puzzling Terrain**  
Theme: Puzzle-Platformer  
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. 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 several 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. To reach switches on-top of tall platforms the player is required to deform the ground next to the platform upwards, then to reach platforms encased in glass boxes the player is intended to deform the ground downwards underneath the walls.

The game will be comprised of three demo levels and then three full levels, these levels are structured as:

* Demo Level 1
  + An introduction to the mechanics of deforming the terrain upwards. The level is largely empty, other than a lone tall platform with the level end switch on top of it, to guide the player towards using upwards deformation to reach it.
* Demo Level 2
  + An introduction to the mechanics of deforming the terrain downwards. The focal point of the level is the level end switch visibly encased underground, encouraging the player to deform downwards to reach it.
* Demo Level 3
  + An introduction to the additional level component of having regions where the player cannot use their terrain deformation. This level is largely similar to the first demo level, except the platform has a blocked zone around it, requiring the player to deform the terrain upwards outside of this zone.
* Level 1
  + A full level that combines the mechanics of the first two demo levels, with there being a tall platform next to an encased switch. The intended solution is to deform the terrain upwards between the two, allowing the player to reach the platform, and then deform underneath the encased switch elsewhere. This then creates a path to the level goal by using the original upwards deformation.
* Level 2
  + A full level that combines all the demo level components: a tall platform the player must deform upwards next to, a switch in an encased box and regions that block terrain deformation.
* Level 3
  + A full level that introduces a floating boxed switch, while also including the other mechanics of the game (tall platform attached to the ground and regions that prevent terrain deformation).