

## Game 1 Proposal

Game title: Plexigrid

Game type: Puzzle

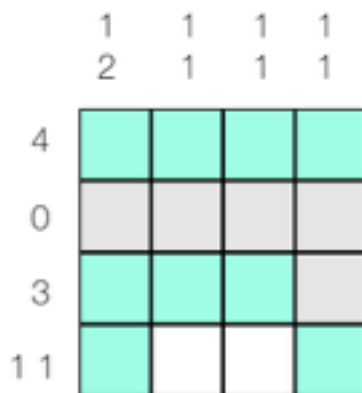
Tool to build game: HTML, CSS, Javascript

Estimated hours: 10 hours

Features: Numbered hints

The player will be presented with an empty grid that they must solve by filling out plexiblocks according to number hints for each row and column. Once a level is solved, the player can move forward. Trying to figure out if I should do static or dynamic levels. Also need to figure out how a player will be penalized.

Idea of grid below:



### Rules:

Numbers correspond to how many plexiblocks are filled for a unit in a row/column.

4 means there is only a single unit made up of four plexiblocks on the first row. As we can see, that takes up the entire row.

0 means there are no units on the second row. Therefore, the player can gray out the area in order to keep tabs on filled/unfilled blocks.

1 2 means that there are two units in the first column.

One unit will consist of 1 filled plexiblock and the second unit will be made up of two filled plexiblocks.

Units must be separated, meaning they cannot touch another unit on either side within its row or column.

In the first column, we see that 1-unit and 2-unit are separated by a gray block. If they weren't separated then it would be a single 3-unit which is not what the column requires.