**Game Design Concept - Game Jam 1**

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| **Name:** | Aaron Hennessey | **Genre(s):** | IDK WHAT YET |
| **Game name:** | Boingus | **Intended platform / resolution:** | PC / 1080p (1920x1080) |

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| **Jam Game target demographic (PEGI):** | **Game Jam: Can’t Stop Moving** |
|  | **Tutorials or classwork examples to start from:** |
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| **Game theme/setting** |
| The theme of most of the levels will be a |

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| **Brief description of gameplay as related to genre & theme** |
| Going with the theme of “Don’t stop moving”, my game will have a timer system that’s starts counting down when you stop moving after making an initial move. There will be different difficulties; easy, medium, and hard. In the easy mode you will be able to see the whole map and all of the different obstacles/dangers that could stop you from completing the level. Medium difficulty will limit your view of the map to an area around you, therefore making it harder to plan where you need to move too. Hard mode will even further limit your vision. Each difficulty increase also increases the speed at which the timer will decrease. |

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| **Game Control Systems on PC**    **(Mouse & Keyboard or gamepad) What are the buttons.** |
| **The controls for my game will be as follows...** |

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| **Distinct Modes of Gameplay**  **Including Challenges/Objectives/Rewards/Threats** |
| **Challenges:**  **Objectives:**  **Rewards:**  **Threats:** |

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| **Software to be used in this Jam are:** |
| **Games Engine:**   * **Gamemaker Studio 2**   **Graphics:**  **Audio:** |

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| **Graphics Style** (Include Multiple Image Examples) | |
| (Insert Image Here) | (Insert Image Here) |
| (Insert Image Here) | (Insert Image Here) |
| (Insert Image Here) | (Insert Image Here) |

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| **Competitive or Inspiring Games** (Research Examples)  What features from these games are you including. |
| 1. Games/Feature Here: 2. Games/Feature Here: 3. Games/Feature Here: 4. Games/Feature Here: 5. Games/Feature Here: |

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| **Defining Characters/Factions** |
| **Playable character(s)**  **Enemies or oppositions (break into types if needed)**  **Factions if relevant** |