# Game Concept (GC) Assignment

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Genre: Arcade, maybe shooter

1. Working Title:
   1. *Man vs. Nature*
   2. *Secondary title: not Plants vs. Zombies*
2. Game Core Mechanic:
   1. *You are a pine tree trying to prevent humans from turning a plot of land into a parking lot.*
3. Gameplay:
   1. *The player controls different parts of the tree (roots, needles) using the mouse and the arrow keys. The player attempts to grow roots under the asphalt being laid on the land and shoot needles at the people that approach. The more asphalt blocks the tree destroys and the more people it scares away, the more points it earns, but the humans become more persistent and use stronger materials to build the parking lot.*
4. Level Design:
   1. *Gameplay begins with the tree in the center of a field. People enter from different sides of the screen and asphalt blocks are laid randomly throughout the screen. In order for the player to level up, certain point milestones must be reached. Additional enemies could be people with chainsaws coming into the cut the tree down (loss of health involved), and heavy machinery. The levels would correspond with the four seasons, meaning that the player would have to rely on different attacks according to the season.*

Could be paired with:

The one about defending tiny farm animals in the sense that there is a defense aspect in these two games.

(Man, I don’t know.)