1. Concept Concept

Blobs is a 2D puzzle game where players control adorable blob creatures with unique behaviors and must merge and strategize their way through increasingly complex levels on a tiled board.

2. Genre & Platform

- **Genre:** Puzzle / Strategy
- **Art Style:** 2D top-down with bubbly, soft-edged cartoon aesthetics
- **Target Platforms:** Web, iOS, Android (initial development in Unity)

3. Core Gameplay

Objective:

Merge blobs to clear the board while navigating merge constraints and special blob behaviors. Blobs can only be merged if they are on the same row or column. Blobs can not merge with other blobs sharing the same color (this does not apply to some special blobs)

Core Loop:

1. **Select a Blob →**

2. **Merge or Move toward a valid blob →**

3. **Activate Blob Behaviors (Trail, Ghost, etc.) →**

4. **Modify board state →**

5. **Repeat until no blobs are left**

6. Visual Design

Style:

- Soft, bubbly characters with high color contrast

- Minimal UI to keep focus on the board

7. Progression & Levels

- Levels start simple: merging two blobs
- New mechanics introduced one at a time (e.g., Trail Blob, Ghost Blob, Sigil tile)
- Puzzle difficulty increases through:

    - Tile layout complexity
    - Merge path restrictions
    - Complex blob behaviors

8. Tutorial System

- Step-by-step guides using text per action
- Animations highlighting swipe direction and target tile
- "Forced move" system

4. Game Mechanics

Blobs:

Blob Type	Description	Can Initiate a Merge
Normal Blob	Standard unit for merging. Merges with like-sized/smaller blobs	Yes
Trail Blob	Leaves a trail of blobs behind it after merging	Yes
Ghost Blob	"Haunts" another blob's space after merging	No
Flag Blob	Goal point. A Blob of the same color can merge with it and it will clear both off the board. Only works when no other blobs are on the board	No
Rock Blob	Obstacle that blocks direct merges	No
Switch Blob	Turns the corresponding laser obstacle off	No

Actions:

- **Swipe-to-Merge:** Merge by swiping from one blob to another, or by selecting the two one after the other.
- **Undo:** Reverses last merge with animated step-by-step rollback.

5. Systems & Patterns

- **Command Pattern:** Used for executing and undoing merges.
- **Strategy Pattern:** Used for custom merge behaviors per blob.
- **Plan/Chain Logic:** Allows blob actions to traverse paths and modify plans based on what's encountered.

10. Development Tools

- **Engine:** Unity (2D pipeline using isometric camera setup)
- **Language:** C#
- **Graphics:** Custom sprites (Photoshop)
- **Animation:** DOTween for movement, scaling, easing
- **Version Control:** Git

11. Stretch Goals

- Colorblind mode
- Level editor for custom puzzles
- Story mode?