Fan 8 Bit PUZZLE ZONE

A picture containing drawing

Description automatically generated

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GENRE:

A traditional matching puzzle game with a 8 bit twist. Genre falls under puzzle game that has be consistently reinvented throughout the years.

Bibliography :

CREDITS:

ART by: Nhat Ho

Music: Half Bit by Kevin MacLeod is licensed under a Creative Commons Attribution license (https://creativecommons.org/licenses/by/4.0/)

Sound effects from Kenny's World

Source: http://incompetech.com/music/royalty-free/?keywords=%22half+bit%22

Artist: http://incompetech.com/

With Help From:

Steven Price

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***‘SOLVE AMATEUR FAN ART PUZZLES*** – Nhat Ho

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# 1 Game Overview

Title: Fan 8 Bit PUZZLE ZONE

Platform: PC Standalone + iOS & Android,

Genre: Puzzle

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: TBD

Publisher: Nhat Ho

Description: 8 Bit Puzzle Zone creates an environment to solve visual a simple visual puzzle. Match the 8-bit art with each other and watch it get blasted and continue as long you can. Beat the developers high score and beat the payer’s own personal high score for a challenge. It trains the player to solve problems while having fun.

# 2 High Concept

Classic match making game but with 8 bit art. The game is to beat the developer at his own game and beat the player’s own personal goal. It helps stimulate the brain and improve problem solving skills.

# 3 Unique Selling Points

* Custom 8 bit art
* Unique Particle effects
* Easy to play
* Multiplatform

# 4 Platform Minimum Requirements

PC, Mac and Linux

OS: Windows XP and up, Mac OS X 10.8+, Ubuntu 12.04

Graphics card: DX9 capabilities.

Android:

OS 2.3.1 or later

ARMv7 (cortex) CPU with NEON support or Atom CPU;

OpenGL ES 2.0 or later

# 5 Competitors / Similar Titles

Bejeweled by Electronic Arts

Candy Crush by King

Match Land by Race Cat

BONBON by Bandai Namco

# 6 Synopsis

Enter the developer’s 8 bit world. Solve the matching puzzle and beat him at his own game. Develop your problem solving skills by beating your high score.

# 7 Game Objectives

The objective of the game is to beat the developers score.

# 8 Game Rules

Find a potentially match of 3 in a roll. Click on the icon where the player thinks the 8 will match and either drag it left, right, up or down. If it matches, the 3 bits will be removed, and the board will add more icons. After each 3 bits are matched the score will be increased.

# 9 Game Structure

# 10 Game Play

## 10.1 Game Controls

Game Controls (PC)

Left Click Mouse and hold it on the 8-bit icon. Drag it either left, right, up and down and release. To cheat press right click on the icon to turn in to a bomb.

Game Controls (Mobile)

With touch controls, just one finger to slide either right, left, up or down on the 8 bit icon. It will move the icon in the direction the player chooses

## 10.2 Game Camera

Fixed 2d camera that will show the game board.

### 10.2.1 HUD

No Hud in this game

### 10.2.2 Maps

No maps in this game.

# 11 Players

## 11.1 Characters

No player just cute 8-bit icons.

## 11.2 Metrics

Each match will increase the score by 10. If there is a combo the score will by 1.

## 11.3 States

Idle: The icons won’t move and will wait for the player to move it.

Move: The icon will slide in the player’s designated direction. In this period, the player won’t be able to move any other icon.

Reset: If the player can’t see any more potentially moves, he would press reset.

## 11.4 Weapons

N/A

# 12 Player Line-up

N/A

# 13 NPC

## 13.1 Enemies

N/A

### 13.1.1 Enemy States

N/A

### 13.1.2 Enemy Spawn Points

N/A

## 13.2 Allies / Companions

N/A

### 13.2.1 Ally States

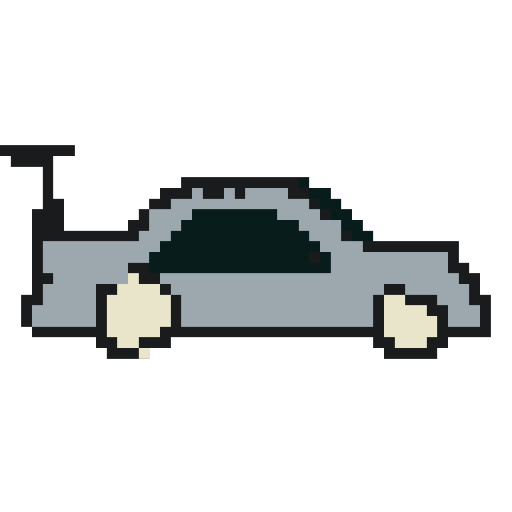
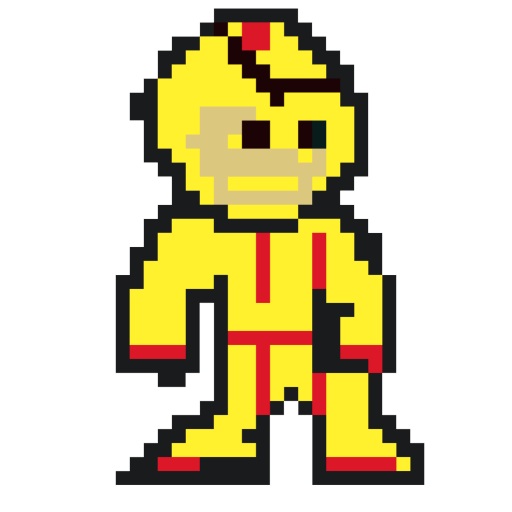
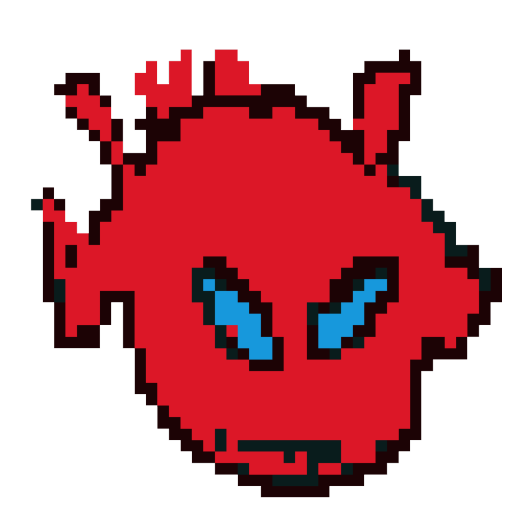
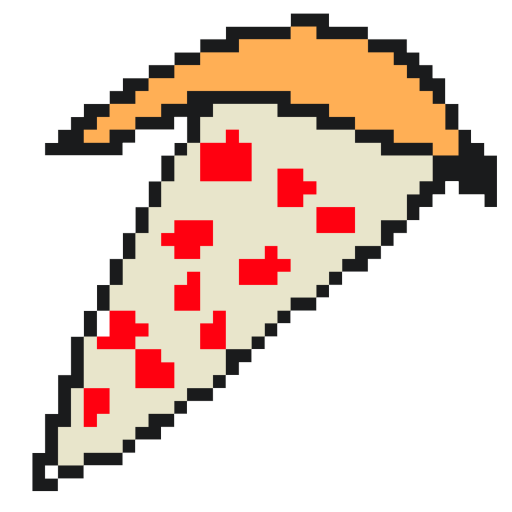
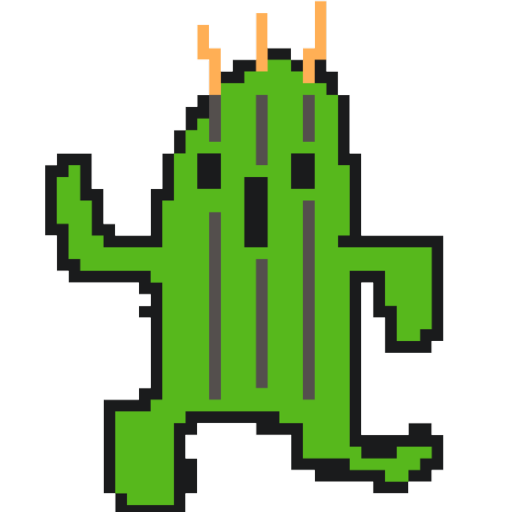
N/A

### 13.2.2 Ally Spawn Points

# 14 Art

## 14.1 Setting

The game takes place in the developers dream where he imaginations are represented in pixel art.



## 14.2 Level Design

The level is designed in a 2d plane with a 7x10 matrix.

## 14.3 Audio

Back ground music :

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Source: http://incompetech.com/music/royalty-free/?keywords=%22half+bit%22

Artist: <http://incompetech.com/>

Name:

HandleCoins FX When icons swipes

KnifeSlice FX When Icon Swipes

Switch27 FX When Icon matches

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# 15 Procedurally Generated Content

## 15.1 Environment

N/A

## 15.2 Levels

N/A

## 15.3 Artificial Intelligence NPC

N/A

## 15.4 Visual Arts

N/A

## 15.5 Audio

Back ground music :

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## 15.6 Minimum Viable Product (MPV)

* Built for any PC

# 16 Wish List

Add feature to help assist players when stuck.

Add more 8 bit art work.

Add more a different dimension board.

Add more particle Effects.

Add a multiplayer battle feature.

Add custom skins.

Add a dancing 8 bit character.