The Cheese Trials
High Concept Document
"The mouse and cheese game"

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"Steering in the right direction"

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Abstract

The document contains the high concept documentation for the game "The Cheese Trials". The Cheese Trials is a new game to be created by the "Front Wheels" game design team. The "Front Wheels" game design team motto is "steering in the right direction". This document is the first step not just for this game but also as a team in the right direction. This document entails the development process and ideas, its components and design, structure and mechanics that will be incorporated in the game.

Game Overview

Game Concept

The Cheese Trials is a simple casual platform game where a mouse (rodent) navigates through multiple pathways to reach the end objective (the cheese). The base concept of this game was motivated by the idea of a mouse love for cheese and helps to stimulate the player desires to guide the mouse to the cheese. Levels would consist of horizontal and vertical pathways along with special teleport portals and traps. The game is targeted towards young children, pre-teens and teenagers as a method to provide an unwinding and relaxing game to have a change of pace from today's fast paced society, work force and games.

Game Genre: Platform, Casual, Artsy, Puzzle

Targeted Audience: Teens and younger

Game Flow

From the main menu page would present options to:

1. Play the game
2. Instructions
3. Exit the game

Prior to playing the game there would be two options to select between casual game play and time challenged game play.

In game the mouse (rodent) is controlled by the player through the cursor movement keys (arrow keys) to move left to right and up to down along the pathways. Also the mouse (rodent) would be able to jump over or on objects by using the space button. The special portals can also be activated by first positioning the mouse (rodent) next to a portal then utilizing the arrow key leading to the desired end direction of the portal.

Look and Feel

A cartoon theme map and art forms will be utilized to depict all aspects of this game. This side wall would be the background image for each particular level. The building wall could have:

- window(s),
- door,
- rain trough(s),
- garbage containers,

- cracks in the wall,

- a mouse (rodent),

- and a cheese slide.

The background side wall would have an urban or suburban theme.

Gameplay and Mechanics

Gameplay

Game progression

To progress through the game, the player must successfully for each level navigate the pathways to get the objective. The objective would be a slice of cheese located at another position on the map. The time challenged version would implement a time constraint to get to the objective. In total the game would consist of only five (5) levels. Each level would also be more difficult to the prior level.

Challenge structure

Being a platform game, the challenge would be to navigate a series of platforms and puzzles to get to an objective. Special portals and traps would exist to increase the challenge/difficulty level. The time challenged version, the time constraint would only allow you a certain time interval to complete the level. The high score of the shortest five (5) time taken to complete a level, will be recorded and would encourage the chance of a player taking the risk of a portal. The high score challenge would create a time pressure environment increasing difficulty based on the player experience.

Puzzle Structure

The map will have pathways with traps that are involuntary portals that would always hinder the process through the maze. However, portals, that are player triggered portals could advance or hinder level progression.

Objectives

The main goal is to progress through the level at the fastest time possible to get to the objective (the slice of cheese).

Mechanics

The cursor movement arrow keys would be utilized for navigation of the mouse (rodent) throughout the variations of platforms. With the use of the cursor arrow keys, the mouse (rodent) can be moved to the left, right, up or down. The space key can be used to cause the mouse (rodent)

to jump over obstacles or traps. Also, the jump mechanics will sometimes be necessary to jump on certain platform or objects.