High Concept Document

SuperMarket Dash

1 GAME ANALYSIS

You're a shopping cart in a different supermarket levels. You can only jump to avoid obstacles as you move forward through the supermarket.

1.1 Game Concept

Move a shopping cart, jump over or top of obstacles.

1.2 Game Goals

Finish different levels, levels has a own difficulty, easy, medium, hard, extreame.

1.3 Game Information

Environment: Supermarket, Goal: Get through the level, Genre: One Touch

1.5 Target Audience

Game is targeted to casual players age of 10-40.

2 GAME DESIGN

2.2 Game Structure

Different levels with own difficulty levels, easy, medium, hard, extreame.

2.3 Gameplay

One Touch, click to jump, jump over or top of obstacles, avoid hitting them. If you hit obstacle with your shopping cart game ends/starts over.