**GAME TITLE: SQUARE HOLE**

**Concept description**You are a factory worker. Your goal is to put the correct shapes into the correct holes. The catch: you’re going to encounter some issues at some point. Eventually, you will be “forced” to put every shape into the SQUARE HOLE (out of options).

**~ Game design ~**

**Goal**Put as many shapes into the correct holes as possible. When you put a shape into a hole, it closes. You have to click a button X amount of times to reopen it. Except the square hole, the square hole never closes. The X amount of times you have to click doubles every time you use the hole.  
  
The game ends when, it doesn’t. There is no end. There is only THE SQUARE HOLE.

**Controls**

* Left mouse
* Pick up shape / drop shape / select hole / click button
* Right mouse
* Rotate shape

**~ Art ~**