#### **Title Page**

* 1. Game Name: Connect the colors
  2. High Concept Sentence: Connect the color coded dots without having collisions between the lines.

#### **Game Overview**

* 1. Game Concept: A game where the player connects the color coded dots without the lines connecting the dot crossing each other. The simplicity mixed with increasingly difficult levels makes the game engaging.
  2. Genre: Puzzle
  3. Target Audience: People who enjoy puzzle games
  4. Game Flow Summary: Players select the level that they would like to play, view the grid, draw the lines to connect the color coded dots filling in the board with no collisions between the lines. Completing levels unlocks the next level of the game.
  5. Look and Feel: Simple, vivid colors, clean organized design that allows intuitive controls and animations.

#### **Gameplay and Mechanics**

* 1. Gameplay:
     1. Game Progression: As players progress through the game the levels become more difficult with varying grid layouts and designs of the color pattern.
     2. Mission/Challenge Structure: Each level is a puzzle where the goal is to connect all of the matching colored dots without any lines connecting dots overlap
     3. Puzzle Structure: The boards vary in grid size and difficulty, creating a need for strategic connection of the lines, where the beginner levels are tutorial level and the progressing levels are more difficult.
     4. Objectives: Connect all the matching colored dots in non-colliding lines.
     5. Play Flow: Players choose the level they want to play, solve the grid by connecting the lines, and then progress to the next level once completing the current level.
  2. Mechanics:
     1. Rules: Players must connect the same colored dots continuously without overlapping the lines.
     2. Physics: The game operates on a simple 2D grid system where the lines are placed to grid spaces.
     3. Movement in the Game: Players draw the lines with mouse input to connect the dots.
     4. Objects: Colored dots and connecting lines.
     5. Actions: Drawing lines to connect dots, erasing incorrect lines.
  3. Combat - Not applicable
  4. Economy: Not applicable
  5. Screen Flow
     1. Graphical Description:
        1. Main Menu: Allows access to level selection, settings, and game info.
        2. Level Selection: Shows all of the accessible levels and player progression.
        3. Game Grid: The area where the game is plates and the puzzles are solved.
        4. Level Completion Screen: Shows a message for completion of the level and options to continue to the next level, retry, or main menu.
     2. Purpose of Each Screen:
        1. Main Menu: Navigation of the game
        2. Level Selection: Choose a level to play and view completed levels
        3. Game Grid: Where the player interacts with the game to connect the dots
        4. Level Completion Screen: Provides feedback to the player on level completion and options to continue.

#### Game Options

* + 1. Options: Sound settings and level selection.

#### Replaying and Saving

* + 1. Replaying: Players can replay any completed level to improve their time.
    2. Saving: Automatic save of level progression and fastest times.

#### Cheats and Easter Eggs

* + 1. Cheats: Not applicable.
    2. Easter Eggs: Unique level as a reward for completing the final level in a certain pattern.

#### **Story, Setting, and Character**

* 1. Story and Narrative: Not applicable.
  2. Game World:
     1. General Look and Feel: Simple and colorful grids.
  3. Areas: Different sets of levels in ascending difficulty.
  4. Characters: Not applicable.

#### **Levels**

* 1. Levels:
     1. Synopsis: Each level has a unique grid with colored dots to connect.
     2. Introductory Material: Simple tutorial levels to teach how to play the game.
     3. Objectives: Connect all matching colored dots to fill the board without lines overlapping.
     4. Details: Grid size, number of colors, and dot positions depend on level.

#### **Interface**

* 1. Visual System: Simple HUD displaying level number, time, and option for a hint and resetting the level.
  2. Control System: Mouse input for drawing lines.
  3. Audio, Music, Sound Effects: Sound effects for drawing lines and completing levels.
  4. Help System: Hint given by the first step.

#### **Artificial Intelligence**

* 1. Opponent and Enemy AI: Not applicable.
  2. Non-combat and Friendly Characters: Not applicable.
  3. Support AI: Not applicable.

#### **Technical**

* 1. Target Hardware: PCs.
  2. Development Hardware and Software: Unity and Visual Studio.
  3. Network Requirements: Not applicable.

#### **Game Art**

* 1. Key Assets: Colored dots, connecting lines, grid backgrounds.

