Project vision

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We believe that by the end of the project we will have a game where the player has a good time and developers can easily add new levels and objects as they seem fit so that users gets new content. By having this approach we can extend the lifetime of the game for players who had played the game in its previous versions.

We envision that our game fills the void for users that commute and has nothing to do for a couple of minutes. We would like to have our game to be desired by people who play in short bursts as well as players who sit down to play for extended periods of time. By having multiple short levels we could fill those criterias for both kind of players.

We aspire to keep everything in our game simple and to the point. No messing about in menus. We want the player to get right to the game in the blink of an eye and able to quit whenever the player feels like they are done.

We aim to have the player feeling like he/she is progressing through our game by adding features to keep track of how much the player has achieved in the past and reward them with new exciting levels and their challenges.

We think that having a increasing difficulty throughout our game gives players the excitement of challenge that they look for. Once the player has done the tutorial and the easy levels we need to add complexity so that there is always something new to keep the player interested.