Assembley

# Genre:

This game would fall into the puzzle genre due to the management of layouts of machines getting the materials from A to B.

## Themes:

This game will have an industrial theme by working with train systems and modern materials.

## Audience:

The audience for this game would be young teenagers due to it probably being too hard for children but quite simple for adults, it all depends on how hard we make the game.

## Overview:

Base objective of the game is to use the base resources in a grid like system. Combining these in the grid you make new components to go to the train. The strategy of this game would be to make a system that flows through the grid allowing the components to combine and get to the train with in the time limit. UI will consist of a hot-bar, a recipe list, and a level and time tracker.

The main lower hot-bar will include pipes/tracks to move the components and machines to combine these components into new ones. These machines will include a Basic track, a splitting track and a combiner for the prototype (Possibly speedup tracks as well.)

Copper + Steel = Engine

Steel = Wheels

Steel + Rubber = Gears

Rubber + Glass = Windows

Copper + Plastic = Electronics.

These secondary components could be combined together to make part of a train in later levels to increase the difficulty.

## Level Progression:

For level progression a timer could be setup to give a sense of urgency for the player to figure out the best possible route in the fastest time. Once the level has been passed the next train will arrive and the level will become harder with the same amount of time.

Another way of making the game harder might be by making it so some points of the grid cannot be used.

The overall goal of the game is to get through as many levels as you can using different layouts of machines with the increasing difficulty.