Super Space Segway

Segway

Gravity changing

Player controls gravity

Along with forward/backward motion of segway

2D side view

Camera follows segway after 20% of screen movement

Puzzle racer, 1life (many checkpoints to compensate for 1 hit ko)

Space environment with windows showing outside of space ship like LBP final levels

Different segways to increase lasting effect of enjoyment to “beat more levels to try out new segways” such as a segway that shoots lasers, a segway that can push objects, a segway that can hover-boost-jump, etc. but all segways are determined by the level being played (like how in angry birds the birds are chosen for you and are hardcoded in)

End levels have massive challenges (bosses as well) such as gravity controllers are fried so changing of gravity is pre-determined (hardcored), etc.

End of each level has an emp that fries all minion aliens in the recently completed sector of the ship

Mention music style as well if possible

1. Space physics (ie. Low gravity, gravity created by ship magnetic polarity which pulls segway towards it)

2. wasd for gravity direction and arrow keys for 2 direction travel based on which way gravity is working. Spacebar for segway “special action”

3. puzzle actions dependant on type of segway. Other than that purely get to the goal asap.

Objectives: main – get to finish asap

Secondary – collect points and secret stars

Tertiary – rescue trapped space crew (like in PixelJunk Shooter)

4. 2D side view with camera following segway after 20% of screen movement

5. one hit ko’s for vehicle damage. Many checkpoints to compensate. When segway takes damage it explodes on impact, creating a hole in the wall of the space ship around it and the segway “pilot” gets sucked into the outer space vacuum.

6. graphics like TerRover, fun bright graphics as with most miniclip games. segway creates a “pencil drawn effect” of smoke behind it with a fading dark line for wheel screeches when a sudden change of direction is made

7. Player cannot chose vehicle. Vehicle is chosen by which level the player is playing on. No upgrades to vehicles either so that gameplay is “pure”. Vehicles will change types though to increase maximum length of enjoyment for the game (just like how angry birds chooses the birds you get to use for you but still changes it up so that you’re always trying to beat more levels to try out the “next kind of bird”). Different vehicle type examples are: a segway that shoots lasers, a segway that can push objects, a segway that can hover-boost-jump, a speedy segway, a one-way segway, etc.

8. My game will be fun because it perfectly matches the miniclip “genre” of quick fun games that have the potential to be enjoyed over a short period of time, but have a reason to come back to them to try out more interesting levels. Great game for phones such as android and iPhone and console markets such as PSN and XBLA.

Intro paragraph

Explanation of gameplay paragraph

Nitty gritty details

Why my game is fun and why I chose certain aspects such as graphic choice and conclusion