Game concept

The game I am going to design is a puzzle game, in which 1 player will navigate around mini puzzles to, reach the end for the level. In each level the player will need to rotate the land to pass the obstruction blocking the player such as trees and rocks.

This game is a 2D game with core mechanics being the ability to turn the water left, right up and down. The player will be able to use the arrow keys to navigate and solve the puzzles and let the little river become a part of the great sea.

In this game, I hope to achieve 3 levels all demonetarising different levels of complexity within each puzzle. The first will be a simple level allowing the player to understand what the controllers are for this game and after that the two levels after will be much more complex. The feeling that I want the player to feel is that no matter what challenge they face they can always overcome it.

With this game concept, I am going to make a controller that is round, with a handle the player holds to turn the world in order to navigate the puzzle. The movements will based on the turns the player makes with the controller e.g. if the player turns the device left or right this will turn the world in that direction allowing the water to navigate to the end.

Here is a concept of what I would like this controller to look like. The design is like that of a curling stone, allowing the player to turn left, right or keep going forward. As shown from my mini diagram I would have the controller sit firmly on a base and then the player would place their hand on the bar and turn it in the direction they are wanting the water to flow. Underneath the holding bar there will be a gap, this will allow the player to fit their hand around the controller safely.

The games camera view will show the entire of the level from the start point and the end points. This will allow players to play the game ether in a ‘trial and error’ method or allow players to ‘observe a winning path’ and strategically plan there moves.

There will be a death mechanic in this game, it will occur if the player has to go back onto themselves or hits an obstacle along the way. This will allow the player to feel more challenge from the game and, create a less liner approach to this game.

To conclude, this game is going to be a 2D puzzle solving game, in which the player must solve the puzzles so that the stream can get back to the big ocean. Within this game, I will have many mechanics such as turning the world, having the player restart if they collide with themselves and intricate puzzle designs. When designing the controller, I want it to be rounded like that of a curling stone, allowing the player to turn and move the water into which ever direction they think will get them to the victory.