Concept 1

Core concept
Puzzle

Requirements
2D

Player must connect machines together with conveyor belts.

You can connect foundries that create numbers that output to factories

Factories can add, sub, divide, multiply

Player must connect the correct number 3 times to win on the green finish box

Design pillars
- Simple Controls
- Complex interactions
- Difficult

Main features and mechanics
- Players connect foundries that produce numbers
- Players connect two inputs into a factory
- Players can choose what each factory type they place is; Add, Subtract, Divide, Multiply
- They connect buildings with belts
- They must equal the final number at the end to win

Target platform and audience
Platform is Android phones. Audience is people who like playing factory sim style games or just enjoy good puzzle/math games.

Interface and controls
Simple button UI for changing which building you place. You only need one finger to play the whole game.
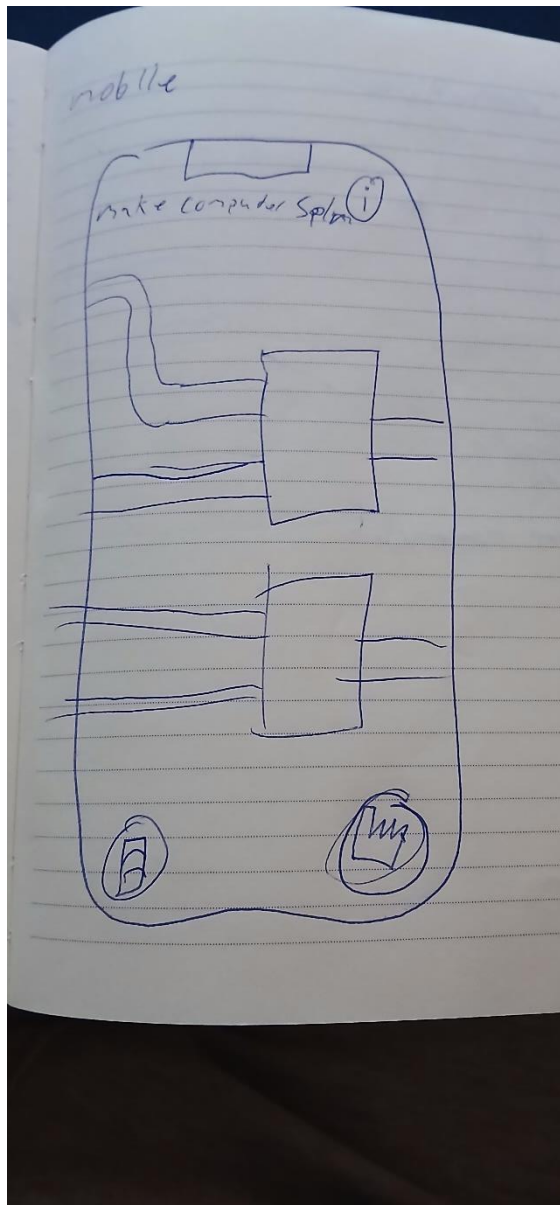
Basic story
N/A

Visual style
N/A

Initial design sketches

Audio style
N\A

Known issues and bugs
None found yet

Future improvements
UI Rework

Belt Snapping

Additions to Version 2 from Version 1
- ADD: New Factories: Add, Subtract, Divide, Multiply

- ADD: Factory belt attachment indicator

- ADD: Production progress bar

- ADD: Foundry upgrade system
    - Foundries can now be upgraded to level 5
    - Foundries must have an output belt attached in order to be upgraded
- ADD: How to play screen
- ADD: Reset button in how to play screen
- CHANGE: Factory input system
    - Factories now only hold 2 numbers
    - Factories have belt separation. The first belt attached will only feed into the first number, same for second belt
- CHANGE: Belts can now be placed in any mode apart from delete mode
- CHANGE: Deleting a factory will now first delete the numbers inside if there are any
- CHANGE: Foundry color is now purple to make progress bar more visible
- CHANGE: Darken background to avoid eye strain

Links

https://loerad.itch.io/addorio

https://github.com/Loerad/Mobile-Game-Dev/releases //for playing the first version

2024-11-15 22-49-06 - Trim.mp4 //video