Tri-Shift

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4. Overview

Tri-Shift is a top down exploration game for PC. The game will be simple and colourful. As the name suggests there will be 3 phases for the game, each phase having a colour theme. The phases of the game will occupy the same “space” and be changed via specific nodes which glow in the colour of their respective phase.

* 1. Target Audience

Tri-Shift has a very broad target audience or “everyone”.

* 1. Genre

Tri-Shift is a puzzle exploration game.

* 1. Visual Style

TBD

* 1. Platform

Tri-Shift will be playable on PC.

1. Gameplay

Tri-Shift is a Top-Down 2d exploration game. There will be gates to open and bridges to cross, the trick is finding out which phase of the map has the solution to your problem, and how you get there.

* 1. Difficulty

To start with Tri-Shift will be a simple game exploring the gimmick of a multi-phase world.

* 1. Game Mechanics

Tri-Shift will be built around exploration and problem solving. The walls move and change. Depending on which phase the player is in changes which walls are visible or can be interacted with.

1. Gameflow and Progression

It’s a maze.