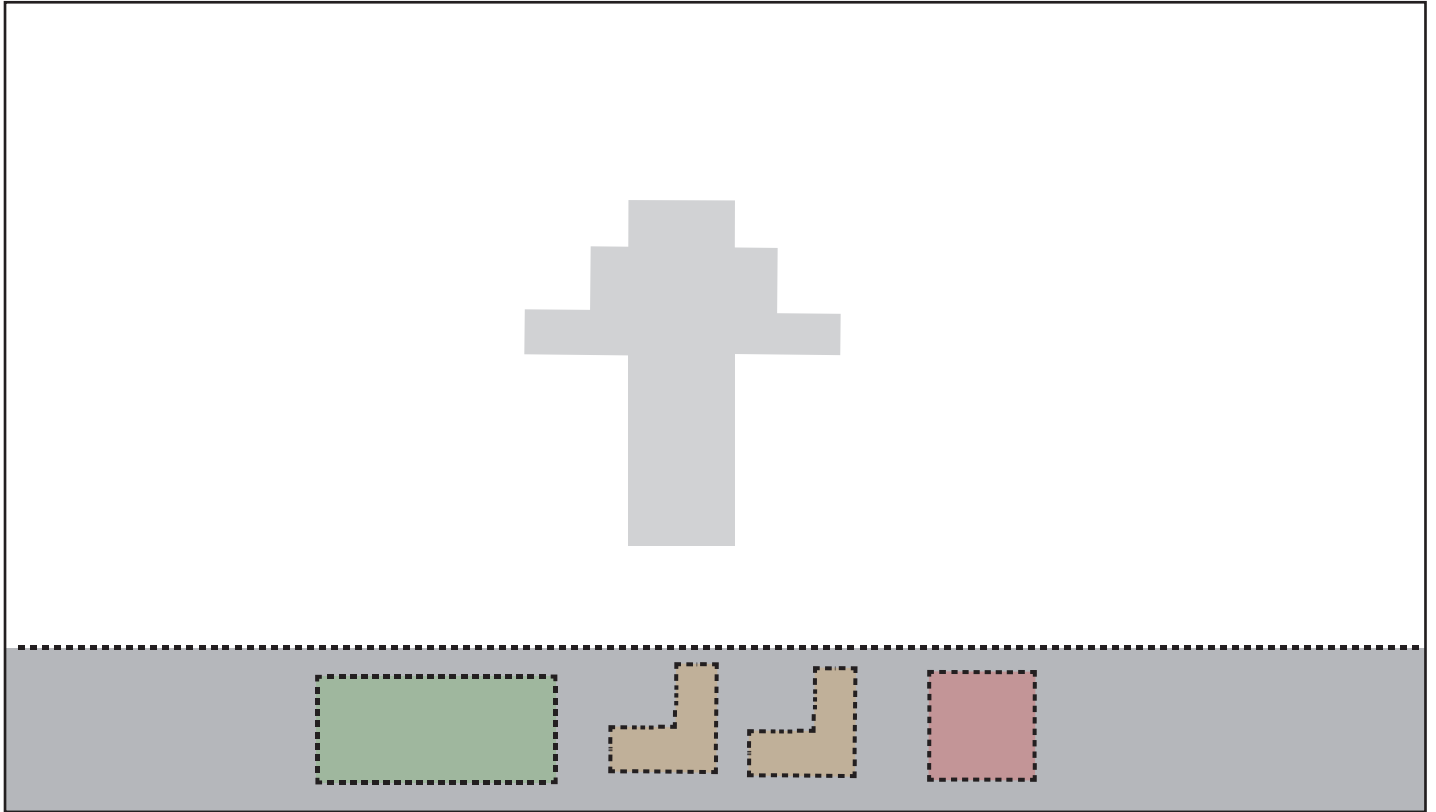# Fill the shape

The objective of the game is to fill a shape with the given blocks. We have a certain number of blocks. Placing them together in an specific order will fill the shape.

All along the levels, blocks will be smaller and the shape-to-fill will increase its size.

Levels are going to be created dynamically, that way even when the player repeat one it won't have the same solution.

Since gameplay is really simple and easy to understand, playing with perspective, blocks, shapes (we can make pixel drawn characters, animals...), and dynamic levels will make the game very engaging.

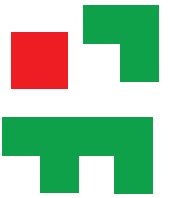# Level 1

Simple blocks

Very simple shape

Unlimited moves

Level 2

A bit complex blocks

Simple shape

Unlimited moves
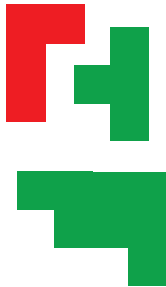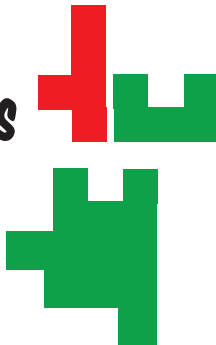
Level 3

Medium blocks

Not so simple shape

A lot of moves

Level 4
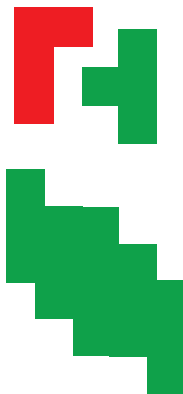
Medium complex blocks

A bit complex shape

Many moves

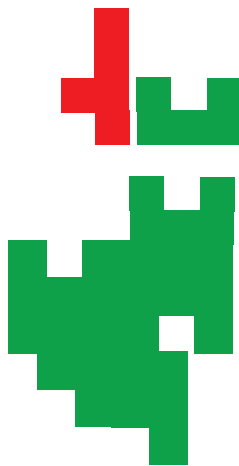# Level 5

Complex blocks

Complex shape

Not so many moves

Level 6

Very complex blocks

Very complex shape

Few moves

Level........