**Fizz Frisk**

**HIGH CONCEPT PITCH**

Player is an inspector for a bottle filtration plant and is required to sort out different drinks to try and make sure they are safe and don't hold any "dangerous substances"

Similar in gameplay to papers please. Players will need to make use of different xray's and chemical tests in order to inspect each bottle.

The bottles are continuously moving so the player must inspect them quickly, this creates the challenge in our gameplay loop

Sound effects for different "tests"

Sound effects for when player succeeds or fails

Dialogue for a tutorial sequence.