Construction Chayos

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Game Overview:

Building a mobile game based off the puzzle game Rush Hour, where you move cars and trucks to be able to get your car out of the rush hour traffic jam. We will be taking this same idea, but instead of vehicles we will be using construction material and our car to get out will be a front loader.

Team Personnel:

Rebecca Stewart

Jon Gotts

Environment:

The environment for this game is a cube area that is 6 x 6 tiles, with an exit point. They are done in a grid like view so one can tell where movement of the bricks can go. The bricks can move forward and back, along with left to right well staying in their ‘lane’, and can move a min of one tile distance or until reaching the edge/obstacle.

Game Play:

Bricks will be moved by sliding touch, since the movement is simple. Scoring will be apart of the game as well, each level will have an ideal move, getting the ideal, +- 2 would get you three stars, +- 5 would get you two and any completion would get you one star.

In this game we will be giving out a few levels to start. The main screen will contain a level select screen so players can replay the levels and obtain a better score. There will also be options there for sound control.