High Concept Document

Project Sphereport / Team Crushkowitz / Robert Santos, Jacob Rush, and Josh Moskowitz

Concept Statement

The game we plan on developing is a puzzle/platformer in which the main mechanic is the use of balls/spheres to navigate through the levels.

Features

- Throwable balls with unique attributes
    - Teleporting balls
        - Timer or on player input
        - When it hits the ground
    - Double jump ball
- Puzzles
- Unique Platforms and Obstacles
    - Tight spaces only the ball can get through
        - Can lead to buttons that require activation through contact with the ball
    - Sticky Walls
        - Player sticks to walls and can only use the ball to escape
    - Laser Walls
        - Red Wall
            - Balls can pass through
            - Deadly to player (cannot pass through)
        - Green Wall
            - The player can pass through
            - Destroys ball (cannot pass through)
        - Walls may change if the player or object passes through them
            - Player passes through Green wall, then the wall turns red
    - Moving Platforms
        - Both vertical and horizontally moving

Overview

Player Motivation: To make it to the end of the game and solve all the puzzles

Genre: Puzzle Platformer

Target Customer: Gamers who are interested in challenging platformers. Our main target audience would be all players, regardless of age or gender.

Unique Selling Points: Using a combination of player movement and ball mechanics to complete the level.

Target Hardware: Any computer from the last 20 years
Design Goals: Make the gameplay as tight as possible to avoid frustration with the controls. Make the levels in such a way to push the mechanics to its limits while also keeping them interesting.

Further Details