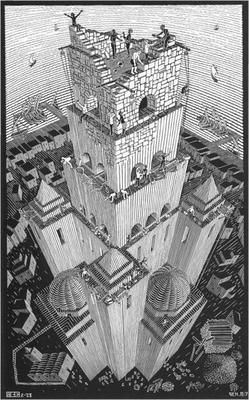
Game Design theory

Concept 1

Game Title – Panic Builder

M.C Escher “Tower of Babble” (1928)

Source- https://en.wikipedia.org/wiki/Tower\_of\_Babel\_(M.\_C.\_Escher)



Game Overview- Create a building which gets harder the taller it is

Game Concept- Player places building pieces, which creates a maze. Player must complete the maze to get to the next floor. If the player fails to complete a level with the allotted time they restart the level.

Gameplay- Player is given building pieces at random, in the beginning they are large so there are less needed to complete a floor, the pieces get progressively smaller so more is needed. This is done by clicking and dragging the pieces onto the floor. Once the floor is done, the player enters a first person character which must get from start to finish within the time frame. When building the level the player is timed and must quickly place them otherwise the tower will fall.

Concept 2

Game Title-

Vincent Van Gogh “The Potato Eaters” (1885)

Source- https://en.wikipedia.org/wiki/The\_Potato\_Eaters



Game Overview-

Game Concept-

Gameplay-