Project BlockBoy

Concept Document

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# Title:

BlockBoy

# Genre:

Puzzle/Platform

# Platform:

Exe. & Web

# Premise:

Strategically rotate your main block while dogging incoming blocks into place in order to build your way to the level exit. Use dig, bombs and stars to get to where you need to go without letting the blocks build off the screen.

# Backstory:

Classic throwback to Tetris, Block Boy is a puzzle game that has you dogging blocks aimed right at your head. Stand where you want them to fall and get out of the way before it’s too late, these things hurt. Build you’re your way to the exit but be wary not to let the blocks build their way off the screen, else it’s game over.

# Target Rating:

E- Everyone

# Target Market:

Ages 8 and up

# Player Motivation:

Casual puzzle lover’s game, which has some extra strategic challenges to go along with it. Unlock new levels and resources as you play through to more challenging levels.

# USP:

2.5D Puzzle game that brings back some Tetris elements that hooks classic block puzzle gamers.

# Competitive Analysis:

Will complete later…

# Goal:

On Steam shelf by August 31, 2013.