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Hi-Concept: Flower Power

Premise (Which story is being told? – short summary of story)

She is traumatised, but she likes to collect flowers which makes her happy.

Objectives (What are the goals and the sub-goals of the game?)

Collect the right flowers.

Procedures (What can be done in the game – what are the abilities of players' avatar?)

Jumping: the happier, the higher

Character (Who is the character, what are his/her motives, visual appearance?)

She is sad, naive, blonde, stereotypical german, ~20 years.

Core-Rules (What are the most important rules within the game?)

When collecting Flowers rise happiness, allergic flowers reduce happiness.

With wind allergic flowers are dangerous, player needs to jump over them. Wind also boosts/slows the player.

Basic Resources (Resources? if applicable: relation of resources? — how do the resources help the player to reach the game goals?)

Flowers -> the rise or lower happiness

Conflict (Conflicts? – which forces operate against the player to reach the game goals?)

Flowers (+Wind)

Outcome (What is the result of the game? Victory- & defeat conditions?)

Happy or still angry/sad. Enough good flowers or too many bad flowers collected.

Target Audience (Who should play the game?)

People who want to relax. People who like exaggeration in jumping height and running speed.

Game look (how should the game look like - collect moods?)

16 bit graphics, somewhat realistic, pixelart

Game interface (how should the interface look like?)

None.

Similar games (collect examples?)

- Aqua-Lilly

Unique Selling Proposition (What's unique about your game?)

The happier you get, the faster you move, level of happiness is showed via character emotions and the speed of the character

References



1st reference.



2nd reference.



3rd reference.

Sources

<https://orig00.deviantart.net/a852/f/2012/229/c/b/cb83a6036f149b2a46bb28f77695961b-d5bh4u1.png>

http://blog.ubi.com/app/uploads/2013/03/SP_WallaceWellsIntro.png

<https://cdn3-www.gamerevolution.com/assets/uploads/2018/09/Scott-Pilgrim-640x360.jpg>