**Team members:** Dominykas Surgailis, Daniel Flockert

**Hi-Concept: Flower Power**

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

collecting flowers makes her happy

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

Collect flowers

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

Collect flowers, jump (the happier the higher)

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

She is sad (dumped by bf or smth), naïve, normal height, stereotype german, ~20 years

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

When collecting Flowers happiness rises -> speed + jumpboost  
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 happiness

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

Wind, obstacles

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

Happy or still angry/sad. Enough good flowers collected. Not really a victory/defeat

**Target Audience** (Who should play the game?)

People who want to relax

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

Old snes game, sidescroller, realistic anatomy, colorful

**Game interface** (how should the interface look like)?

Flowers in hand

**Similar games** (collect examples)?

Aqua-Lilly

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

The happier you get the higher you can jump and run faster, level of happiness is showed via character emotions and the “speed” of the character