

Crazy Marble Game

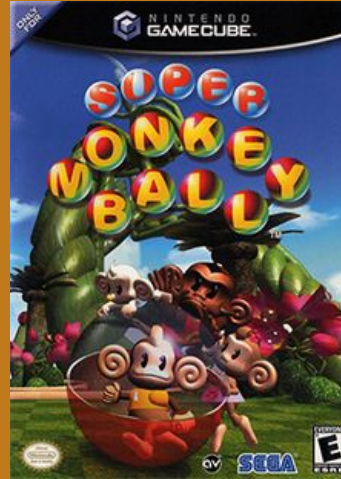
Ronan, Max, Josh, and Wilfred

The user is tasked with solving a perplexus puzzle. A perplexus is a see-through sphere with a metal ball and multiple different tracks inside that allow the user to get the ball to its goal. In-hand, this is done by turning the perplexus however they can to allow the ball's gravity to reach its goal through the puzzle. As a game, the user will be shown the ball and allowed to view the perplexus however they please, while using the arrow keys to turn the perplexus to allow them to move the ball.

If the ball falls off the tracks, there should be atleast one option to allow the ball to get back on track, but not as far along as it was before in most cases. This is most clearly a checkpoint feature we hope to integrate into our game as well.



Inspiration



Core Gameplay Mechanics

- Tilting Mechanics: Players use arrow keys to rotate the sphere in all directions, influencing the ball's movement through gravity.
- Checkpoint System: If the ball falls off the track, it respawns at the last passed checkpoint, not necessarily at the exact previous position.
- Physics Interactions: Include other physics-based objects within the sphere that react to the sphere's movements, adding complexity to puzzles.

Progression and Rewards

- Levels: At least three distinct levels or stages, each increasing in complexity and introducing new challenges.
- Difficulty: Gradual increase in puzzle complexity and required precision.
- Rewards: Unlock new skins for the ball, achievements for completing levels with fewer mistakes, and time-based challenges.

Team Roles

Maxwell Hermens - *Gameplay Designer*

Ronan Kelly - *Product Owner*

Wilfred Lim - *Sound Designer*

Josh Muzi - *Asset Manager*

