CS 410 Project Proposal

Basic Description of Game

The user is tasked with solving a perplexus-like 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.

Team Members

Maxwell Hermens - Gameplay Designer

Ronan Kelly - Product Owner

Wilfred Lim - Sound Designer

Josh Muzi - Asset Manager

Core Gameplay Mechanics

- Tilting the environment to move the ball through puzzles and obstacles.
- Feature to allow the ball to reach its previous position if it falls off the tracks.
- Checkpoint feature
- Other physics based objects that move as the world tilts


Perplexus