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# Introduction

Blockscape is a puzzle game designed to provide the user with simple, relaxing, yet somewhat challenging puzzles that increase in difficulty with level progression. Each level generates a “Blockscape” or a 3D landscape composed of different coloured blocks. The Blockscape is similar in shape to an organic landscape found in real life. The generated level is completed by selecting matching coloured blocks that cause them to explode until there are no remaining matching pairs. This goal must be achieved within a set time limit based on the designated difficulty settings. Once a level is complete, the number of blocks in the Blockscape increases and a new level is generated.

## Goal

# Controls/Input

# Game Design

## Loop

Diagram

Description automatically generated

## Difficulty

### Time Calculation Formula

The following formula calculates the time given to each level:

y = Time for current level  
b = Base Time  
x = Current level block count total  
z = Game difficulty (Between 1 -10)

## Graphs

|  |  |
| --- | --- |
| **Difficulty Setting** | **Graph of Time Given as Level Increases** |
| 1 (Very Easy) | Chart, line chart  Description automatically generated |
| 5 (Medium Difficulty) |  |
| 10 (Very Hard) | Chart, line chart  Description automatically generated |

# Blockscape Generation