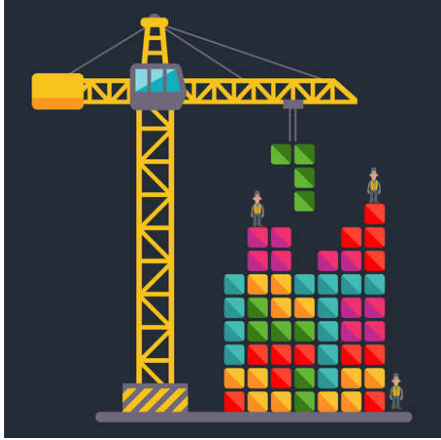
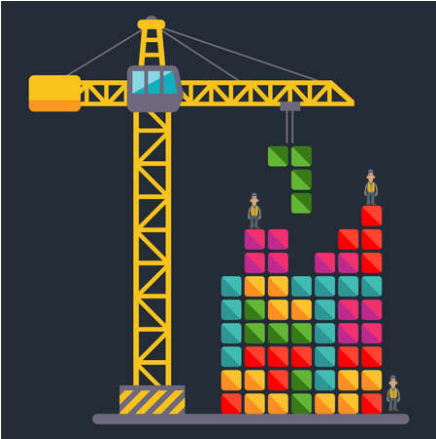
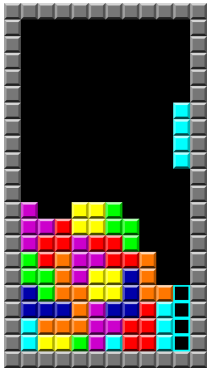


Game Name: **Construction Tetris** (still deciding)

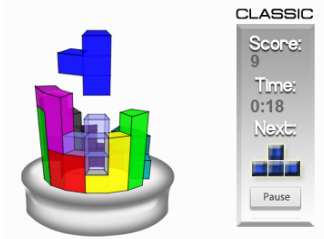
Game Design Canvas

Platform/Genre	Pitch	Mechanics	Meta Game
<ul style="list-style-type: none">- Speed and reaction time- Accuracy and Precision- Physical coordination challenge	<ul style="list-style-type: none">- Play tetris by placing the next building block with a crane but be careful to not hit any of the workers moving on the blocks.	<ul style="list-style-type: none">- The game works by planning the next location for a building block.- Variation is being provided by moving workmen who tend to find their way to the best possible location for the building block.	<ul style="list-style-type: none">- In addition to basic gameplay and levels there is the randomization of the next building block and a changing number of moving workmen.- Player can progress in the game by building a higher and higher construction and collecting points. 

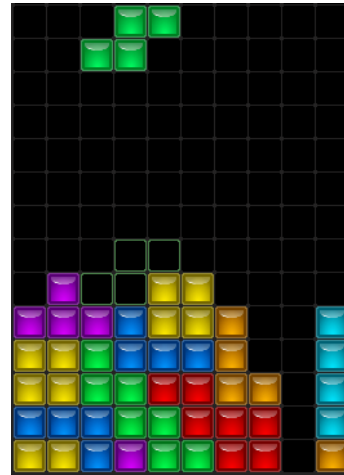
<p>Target Group</p> <ul style="list-style-type: none"> - 10 - 23 years old - Male and female 	<p>Unique</p> <ul style="list-style-type: none"> - A whole new approach to the classic game of Tetris. - Our game has something new and something familiar. - Game mechanics are quite simple, but playing demands fast and strategic thinking. 	<p>Goal/Objective</p> <ul style="list-style-type: none"> - Place (and rotate) different Tetris blocks - Do not hit any of the construction workers (move them if needed) - Do not reach the top of the building area - Fill rows completely to clear them 	<p>Storyline Synopsis</p> <ul style="list-style-type: none"> - Construction site - Build by moving Tetris blocks with a crane - Avoid hitting any of the construction site workers 
<p>Market Research</p> <p>Similar games:</p> <ul style="list-style-type: none"> - Tetris 	<p>Visual Style</p> <ul style="list-style-type: none"> - 2D - Front view - Visually colorful game 		

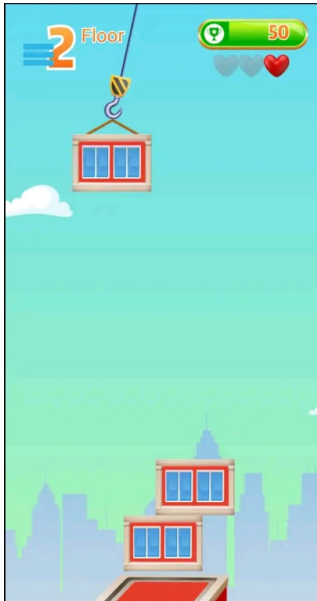


- 3D Tetris



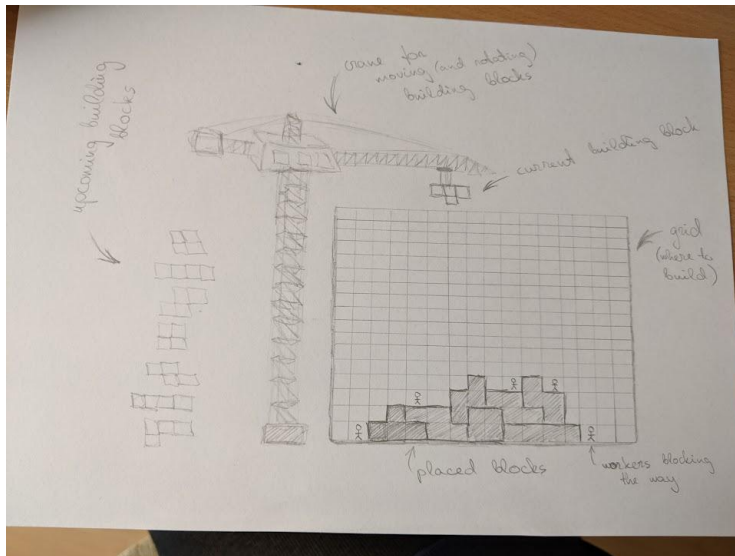
- StackMaster



			
Feature List <ul style="list-style-type: none">- Increase in blocks moving-down speed- More workers- Several options for game session length- Several options for how many construction site workers may be crushed before losing	Monetization <ul style="list-style-type: none">- F2P → advertisements and in-app purchases for different block, crane, worker themes and appearances.- Different themes/appearances will bring value to the player by looking cooler.- The player will gain value by paying for themes being able to play a better developed game (since game developers are	Challenge <ul style="list-style-type: none">- Manage to build within the given time without hitting any of the workers.- Not too long game sessions (ie 3min).- Increase of speed during the game.	1st level Mockup <p>The picture of the 1st level mockup can be found below.</p> <p style="text-align: center;">↓</p>

	more motivated to do their job well).		
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The 1st level mockup



The summary

- What is your aim?
 - We intend to make a game similar to Tetris where the player places and rotates blocks while in addition avoiding hitting any of the workers who move on and around the construction site and moving them out of his/her way if needed.
- How do you begin and what do you do?
 - Make a working game of Tetris
 - Add the workers

- Make it possible to move the workers
- Add the crane to place and rotate blocks
- Animate the workers death (blood ?, scream ? etc)
- Several options for game session length
- Several options for how many construction site workers may be crushed before losing
- How does the game respond to your actions?
 - Left and right arrow keys, A, D - move block left and right
 - Up arrow, W - rotate block
 - Down arrow, S - move block down more quickly
 - Space - move block down instantly
 - Mouse - grab and move workers to other places
 - If blocks fill entire row - that row disappears
- What changes in the game over time or as you progress?
 - Increase in blocks moving-down speed
 - More workers
- What must you do to keep up with the game progress?
 - Place building blocks in time to a good place and therefore keep the tower as low as possible.
- How does the player fail and succeed?
 - Fail - by placing a block onto a worker you lose lives and depending on the chosen gameplay you only have a certain amount of lives.
 - Fail - making the tower so high it's impossible to add another block.
 - Succeed - by placing blocks so all the places in the row are filled will gather you some points.
 - Succeed - by not letting the tower get too high.

MVP tasks

- playable Tetris
- movable construction site workers