

Game Concept Document

For

Lynx Quest

By

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INTRODUCTION

"Lynx Quest" is a strategy based 2D Platformer game where the player symbolises a robot prisoner, tasked to progress throughout all the incoming challenges of the prison escape. Avoid missing this golden opportunity to save yourself from death sentence within the given time span .

GAME TREATMENT

Premise

"In Lynx Quest, the player have to race against time to successfully break through the prison till the Finish/Termination point of the game to grab this fortunate freedom within the limited time span . Using controls provided, player have to complete the challenges as per the path but the only things that is of utmost importance is escape.

Hook

- Artistic Work totally focusing the escape theme.
- Unique Player actions/controls.
- Strategy based game to keep track of best escape time .

GAME MECHANICS

Rules of Progression

Player Actions :

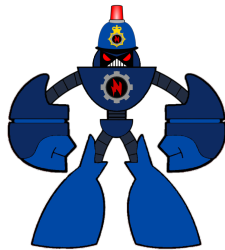
- Run
- Climb
- Jump
- Crouch
- Glide

The game is laid on an escape based theme, player uses special actions to traverse through the challenging path of the game. Player mechanics elementarily include regularly jump from one platform to other , run, spin jump, double jump , climb a wall etc .

Point Scoring / Obstacles

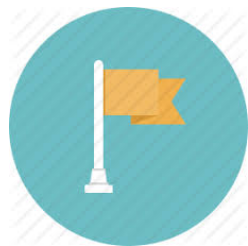
If player comes in sight range of police bot :

- **Game Over** - Player has been caught.



If player traverses through checkpoint and hits Red Siren :

- **Penalty** - Restart from previous checkpoint



If player hits Green coin :

- **Speed Boost**



Challenge Mechanics

Along with the completion of escape plan , player must keep track of time to traverse and escape as early as possible within the given time span to be awarded with the title of *“Early Bird”*



Modes of Play

There is only one mode of play in Lynx Quest . However , this can be tackled by either one or two players. One takes the first turn to tackle the game and once player one loses a life or completes the path then, player two will play and start from beginning in order to compete for the best escape time .

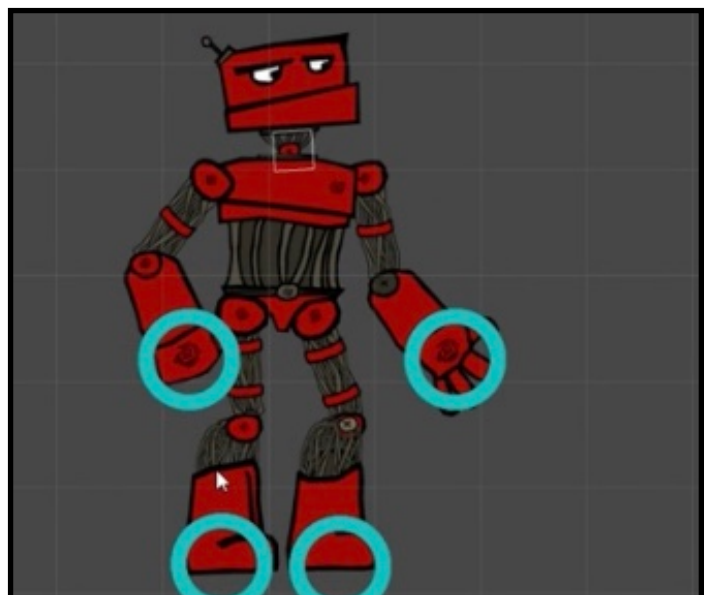
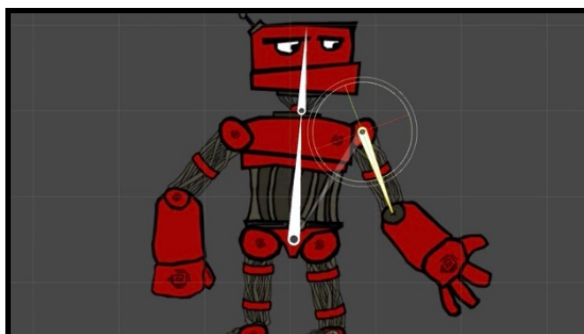
Types of Moves / Controls

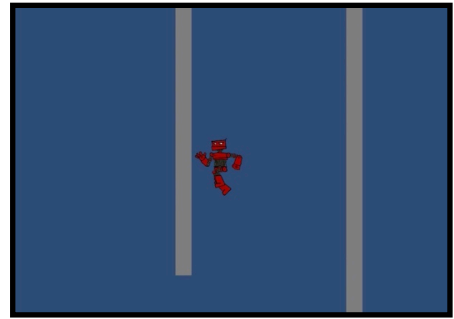
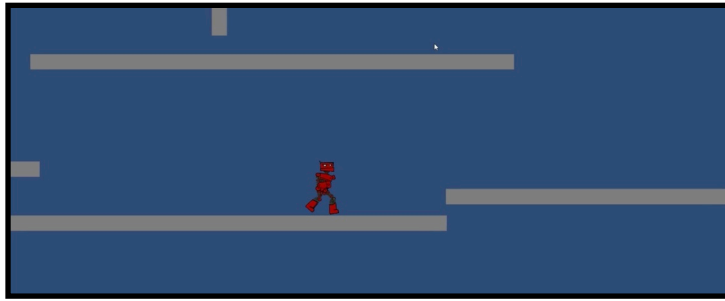
Buttons :

- W - Player will move forward
- S - Player will move backward
- A - Player will move Left
- D - Player will move Right
- Space - Player will Jump
- Array Key Down - Player will Crouch

Art references

Reference Sprites : -





MONETISATION

Production Plan

- Building a game suitable for Mac/Windows OS

Target Audience

- Age Group 10 +

Marketing Plan

To help boost download rate and get people talking about the game, following strategies can be adopted: -

- Game Marketing on YouTube
- Marketing through Blogging Sites like WordPress
- Branch out to multiple gaming podcasts
- Game Marketing through Reddit and other review websites.