Chase The Colours

1. Characters (PC and NPC) =

• PC = The Ball rolling over and collecting the corresponding colour dots.

• NPC = The dots.

2. Story = The story is to collect as many corresponding coloured tiles as you can while the music plays and as the levels go up the player can choose his/her choice music to play.

3. Goals = To score the maximum score and collect the maximum corresponding coloured tiles.

4. Rules – You have to collect the tiles of the indicated colour only otherwise you’ll lose the tiles you have collected and even lose the game.

5. Balance – Not sure about it.

6. Adaptivity – As you keeping finishing the levels the speed of the game starts increasing and at random places you get walls so that the stacked tiles will fall off.

7. Chance vs. Skill –

• Skill = The concentration of the player will be more on the colour of the tiles.

8. Feedback = To be given by the player.