

New Energy

-The solution to the pollution

A High Concept Statement for your game

The concept of the game is to rid the world of pollution. It is a single player game. It is based on a platform/grid game where you complete different levels and encounter enemies along the way. The game is for children around the age 8-10 and you get to choose your own hero (boy or girl).

What is the player's role/interaction?

The role of the player in this game is to collect energy and deliver it to the energy base to reduce the pollution output before the timer runs out. At the same time the player has to avoid getting hurt by the enemies walking around which creates more than one defeat condition.

What is the progress of the game and how would you like to develop it further?

The game keeps getting more difficult with each level. For further development, things to add could be power-ups, more levels, new enemies and maybe a boss fight.

What kind of sounds are you using and why?

We are using background music for the game to give it more character. Sounds for the energy you pick up and deliver to feel like it accomplishes something. Lastly, we use sounds for winning and losing the game so you have a sense of victory or defeat.