Game Design Document

Pango Blocks

OVERVIEW

Game

Title Pango Blocks

Genre

Horizontal Puzzle-platform mobile game in 2D

Platforms

Android/iOS

Developers and Publisher

Studio Pango

Studio Pango is a French Company Making Games for Kids 3-12 and Making Films For Kids 4-18.

Brief Description

Pango Blocks is a colorful mobile puzzle game, perfect to be played on the go with no stress and without any time constraints.

Theme

Pango Blocks is a mobile puzzle game where the player has to place different blocks in order to create a path that allows the main character to reach a goal.

GAME MECHANICS

Core Gameplay Flow

The typical gameflow will be easy and stress free.

There are 5 different sets of levels, and each set consists of eight small levels.

When one set is completed there will be a cute cutscene where the main character will put to use all the items they’ve been gathering in the previous levels and then the player is free to start the next set of levels.

After selecting a level, a brief transition will happen and the level will start. At the bottom of the level there will be the available blocks for that level that are meant to be placed in order to create a path. The player will create the path to reach the goal item and when they do, the next level will automatically start.

Win Condition

To clear a level the player has to create the right path that allows the main character to reach a certain object placed on the rightmost part of the map.

(specificare che il gioco non ti proibisce di mettere il blocco nel punto )

Placing Blocks

Each level will provide the player a different set of movable blocks that can be used to create an easy and smooth path that the main character can move on.

To place these blocks the player has to touch them and slide them across the screen, the blocks will follow the player’s finger movement. To place the blocks the player simply has to move them where they think it’s the right spot and release the touch.

These blocks are to be placed in an exact spot, otherwise a sound cue will play and the block will automatically be removed.

(LIST OF BLOCKS CON FOTO)

Placing Blocks

Each level will provide the player a different set of movable blocks that can be used to create an easy and smooth path that the main character can move on.

Moving the blocks

The player has to touch a block and slide it across the screen to the desired position. The block will follow the player’s finger and when the player releases the touch it will align to the grid and lock in place.

Blocks Position

If the player places the block off the ground or outside the playing area, a sound cue will play and the block will automatically be removed.

(riformulare)

Movement

Touching the character, the end goal item or simply completing the puzzle will trigger the player movement. The player moves from left to right with a fixed (INSERISCI VALORE) speed.

If the blocks are not placed correctly, the movement can still be triggered and the character will try to follow the path but fail, restarting the level automatically.

Movement

The character movement can be triggered by touching the character or the end goal item.

The character will move from left to right following the path with a fixed speed.

If the path is correct, the character will reach the end goal and the level will be completed, otherwise the character will try to follow it but they will fail and the level will automatically restart.

STORY

Story Overview

quando lo inventiamo lo scriviamo

Characters

quando li decidiamo li scriviamo

LEVELS

Level Overview

There are five sets of levels, each of them will contain eight different levels.

Each set has a unique storyline, theme and goal items.

First Set

The first set of levels are the tutorial levels. As this is a game made for adults as well as for children, a written tutorial would have been useless since most children can’t read yet, so these first eight levels will be easy enough to let the player understand the rules of the game on their own and at their own pace.

Story

In this set the player will meet the main character, a cute racoon, and they will guide him through the levels to help him gather all the trash he needs.

(INSERISCI FOTO LIVELLI)

Second Set

Third Set

Fourth Set

Five Set

INTERFACE

hud

ui

menu

MANAGEMENT

unity version e altre info utili di giochi

il nostro team