Group Project Brief

For our group project game, we have decided that we want to make a game that is suitable for a target audience of women aged around 25-34.

To achieve this, we intend to make a game that can be played on mobile platforms. To make a game that fits our target audience, we want to make a game that is puzzle based. We will ensure that the puzzle mechanic works well with a touch screen as we intend for the game to be played on mobile devices so we will ensure that the button sizes etc are the right size to be playable.

We also want to implement smart depth into our game through our game mechanics. By adding elements of smart depth, we hope to add replayability to the game and add further depth to the core game loop that we implement.

We would also like the game to have a potential for monetisation, whether this be through the implementation of purchasable power ups or a stamina/energy bar.