Group Project – GROUP 1

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Platform

Single mobile device

Target audience

Male and female, ages 10-35

Core Mechanics

Simple tap - Twitch/timing

Gameplay description

* Turn based – 2 player

Turn sequence -

* 1) Player 1 taps screen to stop platform.
* 2) Penguin hops onto platform.
* 3) Player 2 taps screen to stop next platform.
* 4) Penguin hops onto platform.

Game of progression – the game increases in difficulty (such as camera speed, platform speed)

Theme (tbc)

Penguin hopping across floating ice sheets.

We need to make it very clear whose turn it is at any time -

*Example -Player one plays on day-time screen as day-time character; then, colour palette swaps and PC changes and player two plays at night as night-time character.*

Alternative themes

Flamingo hopping across salt rocks, collecting algae.

Kangaroo avoiding rocks and cacti, collecting flowers/moss/insects.

Sea turtles avoiding corals, collecting algae/shrimps/squids.

Win/Lose Condition

Players collect power ups to antagonise the opponent, trying to make that player fall off platforms.

If the player character falls into the water, they lose a life. Players have *(x amount)* of lives to lose before the game finishes.

* If players use up all *(x)* lives, the game is over.
* Players can find a way to gain a life if they have less that the maximum amount (Example – Mario Kart Balloon Battle) *(tbc)*

Power-ups

Negative feedback loop - A player who is in first place can pick up lower valued power-ups, and the player who is last can pick up higher valued power-ups. (Example – Mario Kart) This gives an advantage to the player in last place and encourages them to catch up.