Group Project – GROUP 1

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**Name: TIME FLIPPER**

Platform

Single mobile device

Target audience

Casual gaming 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 platform speed)

Theme

Penguin hopping across floating ice sheets.

To make it very clear whose turn it is at any time, player 1 plays on an old era screen while player 2 plays on a new era screen. For example, this could be a steam powered contraption in the old era, and a highly technical jet pack from the future in the new era.

Features

Players collect points throughout the game.

Each round lasts for 1 minute.

Players collect power-ups to antagonise the opponent, to make the opponent’s player character fall in the water.

If the player character falls into the water, the player in control of that jump loses *(x)* points. Player loses *(+x)* points each time the character falls.

*Sound effects –*

Penguin jump

Collect fish

Win sound

Button sound (play button etc)

Countdown (certain amount of seconds before the end of a round)

Win Condition

The player with the highest score at the end of each round wins that round. The player who wins the best of *3* rounds wins the game.