Group Project – GROUP 1

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

Players collect points throughout the game.

Win/Lose Condition

If the player character falls into the water, the game ends and the player controlling the character at that time loses the game.

If neither of the players fall off in the limited time of 2 minutes, the player with the highest score wins.