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
* 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.
* Players compete to move the penguin onto platforms to collect rewards/points.
* Rewards are worth more the closer they are to the edge of the platform
* If a player times the tap wrong and the penguin falls into the water, they lose a life.
* If players use up all 3 lives, the game is over.

Theme

Penguin hopping across floating ice sheets, collecting fish.

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.