# Overview of Idle Game without Tapping

## Theme / Setting / Genre

* + Idle game
  + Theme: Snow globe

## Core Gameplay Mechanics

* + Instead of the traditional tapping action used in idle games, players must shake their device in order to earn currency that can be used to purchase upgrades and decorations for their snow globe.
  + Progress without interaction
  + Increased rate of progress through interaction (shaking monitored via device gyroscope)

## Targeted platforms

* + Mobile and tablet devices

## Monetization model

* + Cash infusion/micro-transactions; paying to speed up snow globe upgrades, paying for enhanced clickers
  + Gacha system for snow globe decorations
  + Banner ads

## Project Scope and Deliverables

* + 12 weeks with 6 hours per person, per week (72 hours average per person)
  + Team of three design students: Thomas McCarthy (acting as a programmer for the purpose of this project), Thomas McLaren and Amy Potter
  + A game that is self-contained and needs no explanation from the developer to play.
  + Emphasis on the gameplay experience
  + A game that abstracts itself from the conventions of a genre by removing a key mechanic or set of mechanics

## Project Brief

* + Single player game
  + Consider a genre or type of games that have a typical mechanic or set of mechanics defined as integral to them
  + Develop a game without the specified mechanic or mechanic set
  + Substitute the mechanic with a refined new solution to the problem that removing the mechanic creates
  + Emphasis on a single mechanic

## The Elevator Pitch

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

## 

## Project Description

<Two-Three paragraph description>

# Schedule

* Milestones/Project timeline
  + Week 1 – Initial ideas generation jam
  + Week 2 – Developed ideas generation, creation of basic prototype. Upload response to brief on Github
  + Week 3 -