Submarine Game Concept

# Overview

## Theme / Setting / Genre

- Maritime

- In the middle of the Ocean and under the sea

## Core Gameplay Mechanics Brief

- Gravity causes you to sink deeper down the ocean

## Targeted platforms

## - Mobile

Game Time Scale

- 12 weeks

Team Size

- 4 Thomas McLaren (Game Designer), Thomas McCarthy (Game Designer), Amy Potter (Game Designer)

## The elevator Pitch

- Drop down to the depths of the ocean upgrading your submarine as you try to survive the intense pressures of the deep, whilst avoiding the creatures lurking beneath.

## Project Description (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