Game title: Graduate yourself!

Author: Spaceman Studios

Target audience: Teenagers, Students

Target platforms: Mobile, PC, Consoles

Genre: First Player Shooter, Clicker, Puzzle, Platformer

No. of players: 1 / 2 - 5

High Concept Statement

You are one of that newbies at the first year at University. Get yourself studying, attending lectures, passing tests by collecting needed items, combining them and moving through the university upon a given time. And get your diploma already, you lazy piece of student!

Map is 3-dimensional space, which consists of desks and boxes with objects. Player is to move through the map only by shooting desks with theirs pen. Collect objects by shooting them with that pen. Objects found in boxes are named in a funny way, thus will invoke some laughs and joyful mood. These objects will help or prevent player from passing the level.

Feature set

Player is to win by collecting all items needed to complete level university event (homework check, scientific work, test, exam).

Objects are separated into 2 categories by outlook: watches and boxes. Watches give player time, whilst boxes give player items (random for every box type).

Not only needed items can be found, but needless to. They can be carried to dormitory (special object on the level) and sold/traded there for points/other items.

Some items will provide item tasks, which means they need to be delivered at certain special objects in time, thus player will receive points or will avoid punishment.

Secret objects that are equated to achievement can be found in boxes and certain amount of points will be given for them.

In menu player can upgrade their skills, such as grappling pen length, etc.

In multiplayer game players can give items to each other by dropping them, though these items can be obtained by enemy team.

Team roles

Level designer, Programmer, Items artist, Game designer

Player experience goals

Player needs to find the place of the event (special door/etc. on the level). This makes them aware of items needed to complete the level.

Player needs to move through the level quickly to obtain items in time.

Sometimes player have to decide whether to go to dormitory and sell/trade items or they will find needed items themselves.

Player needs to memorize the path to special objects, due to a lot of movement in the game.

Player needs to decide whether to complete an item task or not.

Player needs to decide whether they want to collect points for upgrades or not.

In multiplayer players have to divide roles between each other (Transporter, items getter, items seller, item events executor, item stealer).

Innovation/Creativity

Idea of completing university events (homework checks, science works, tests, exams) by collecting items needed.

University representation as 3D space filled with obstacles, desks and objects.

Player can move only by grappling themselves to desks.

Objects and items are spawned randomly, thus every game will be unique.

Player always feels tension because of time limit and needs to react on events quickly, though all created mood is cheerful and positive.

Competitive analysis/Inspiration

Inspired by busy students’ days and Box Shooter game.