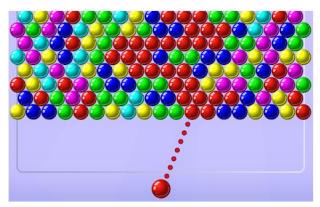# Game Pitch: Gem Shooter

Genre:

 Puzzle shooter, Bubble Shooter, Casual

https://play.google.com/store/apps/details?id=bubbleshooter.orig&hl=en

Target Audience:

This game is aimed at the casual mobile players that like the "bubble shooter" games but without the lower end graphics and the higher end "limited life's" mechanics. People of all ages with a mobile phone are the target audience.

Gameplay and Mechanics:

the basics of the game will be like most of its genre, with a them of a miner after gems he can't reach. Matching / shooting the gems at others of the same colour will cause them to drop. The gems fired that don't match connect with whatever it hits. The player must get all the gems before the roof comes down on them. This happens by moving the gems closer to the player over time.

Players won't be able to just shoot gems of colours, specials such as throwing a pickaxe or dynamite are mechanics that are achieved when the player drops enough gems in a single shot for the dynamite and consecutive matching shots for the pickaxe special.

Player Goals:

Try beat the game as fast as possible without the roof collapsing on the player. The less gems used the better the players score is as gems that aren't thrown don't get damaged.

Key/Core Features:

The game must first have the gems appear react to matches thrown by the player before specials and the moving roof are added. Scores and higher end graphics including unlocking themes come last.

User Interface Design:

Like the design and feel of the image above, instead using hexagon shaped gems instead of bubbles and the background will appear rocky like the player is in a cave or mine

Unique selling points:

The theme of the game is different from most games in this genre and will remain a little to no interruption of play such as adds and having limited life's that refresh each day or hour.