Solve'n Slide

Game idea pitch

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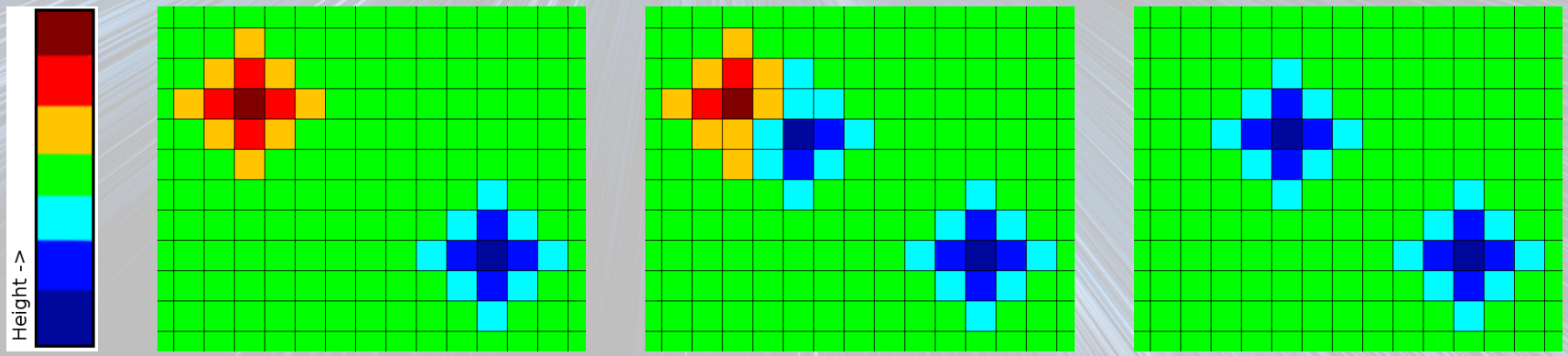
At a glance

- Two phases
  - Manipulation
    - Deform terrain
    - Place helpers
  - Action
    - Slope of hills influence your speed
    - Correct speed leads you to your goal
- Each surface has its own friction
- special equipment
- special movement

Big Idea Bullseye

Manipulation-Phase

- Top-down view or free camera movement
- Goal not reachable offhand
- Raise or lower parts of terrain
- Think strategically
- Place helpers
  - Fuel tanks
  - Explosives
- Limited possibilities to deform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Technical Achievement

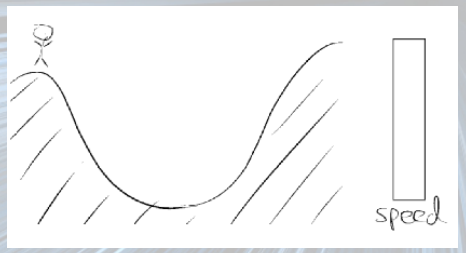
- Real time terrain manipulation different colors
- Update terrain geometry and respective textures
- Very few parameters make manipulation easy for player
- Precise sliding and movement physics depending on slopes

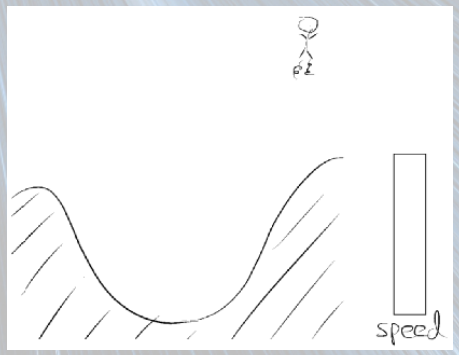
Terrain

- Deformable and non-deformable areas are highlighted in different colors
- Several landscapes (e.g. grass hills, desert, mountains)
- Different surfaces
  - Ice $\rightarrow$ no friction
  - Grass $\rightarrow$ low friction
  - Pebbles $\rightarrow$ high friction

Action-Phase

- Switch between ego and third-person view
- Move along self created hills or walls/ramps
- Slopes determine speed/momentum
- Use jetpack strategically
- Consider friction of different surfaces

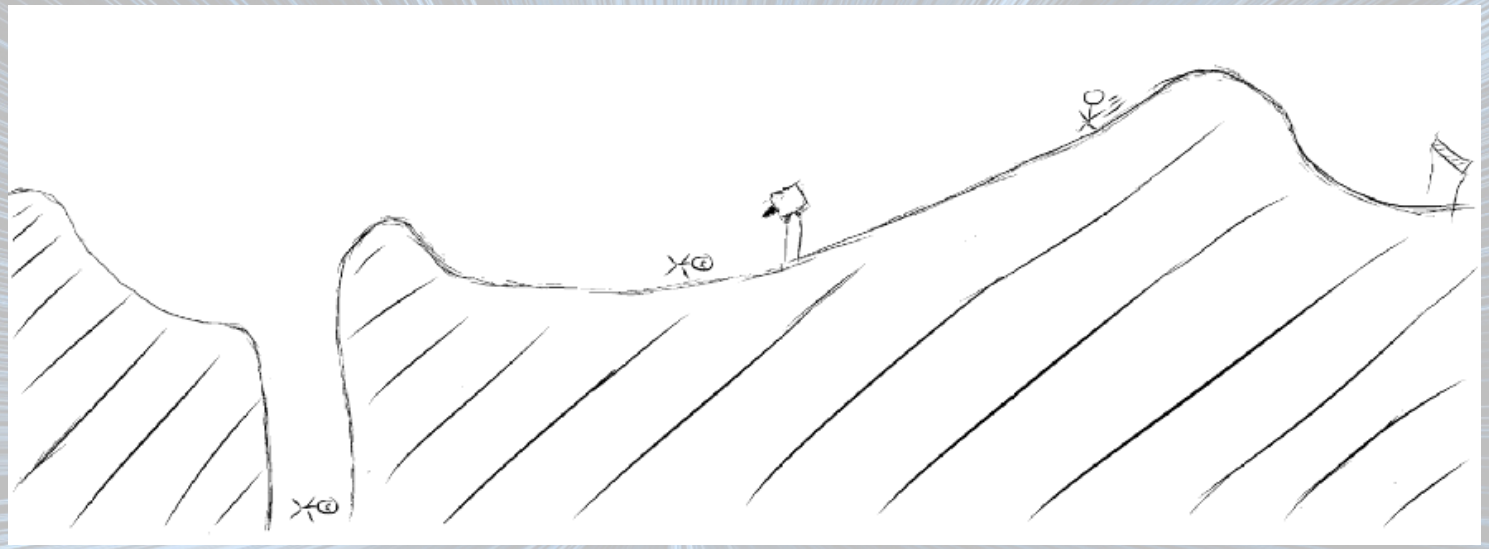




Helpers

- Different situations demand different helpers
- Grappling hook
- Refuel tanks
- Wallrunning/magnetic boots
- And more

Basic Level Example



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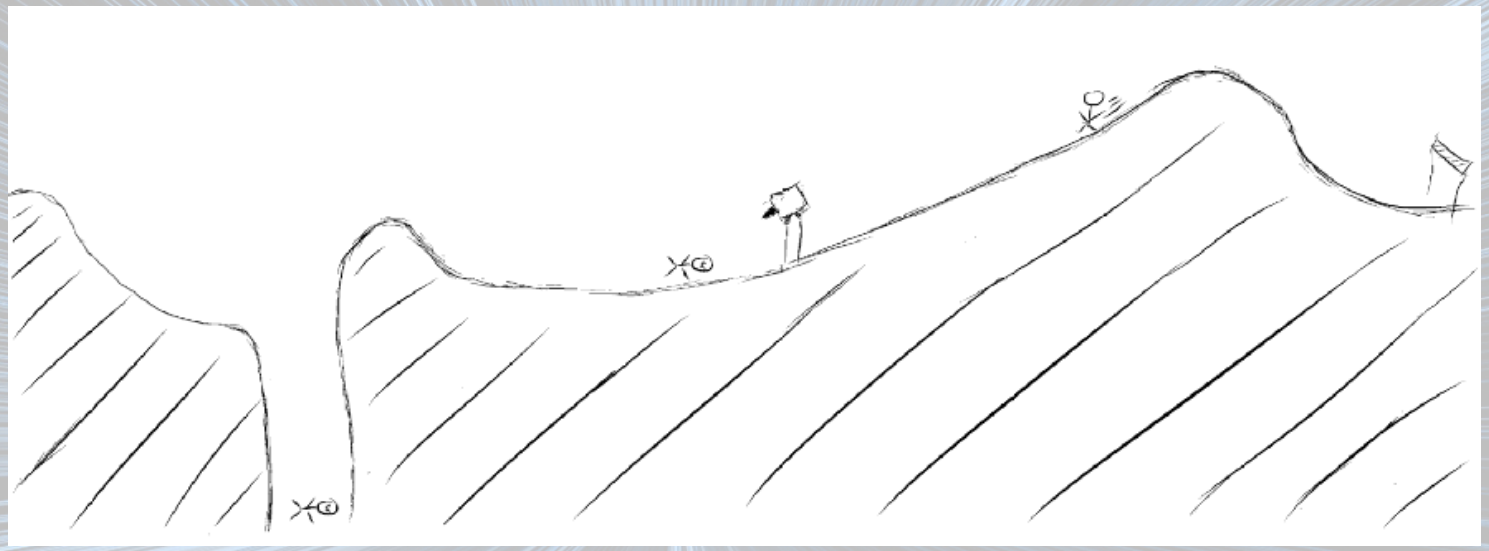

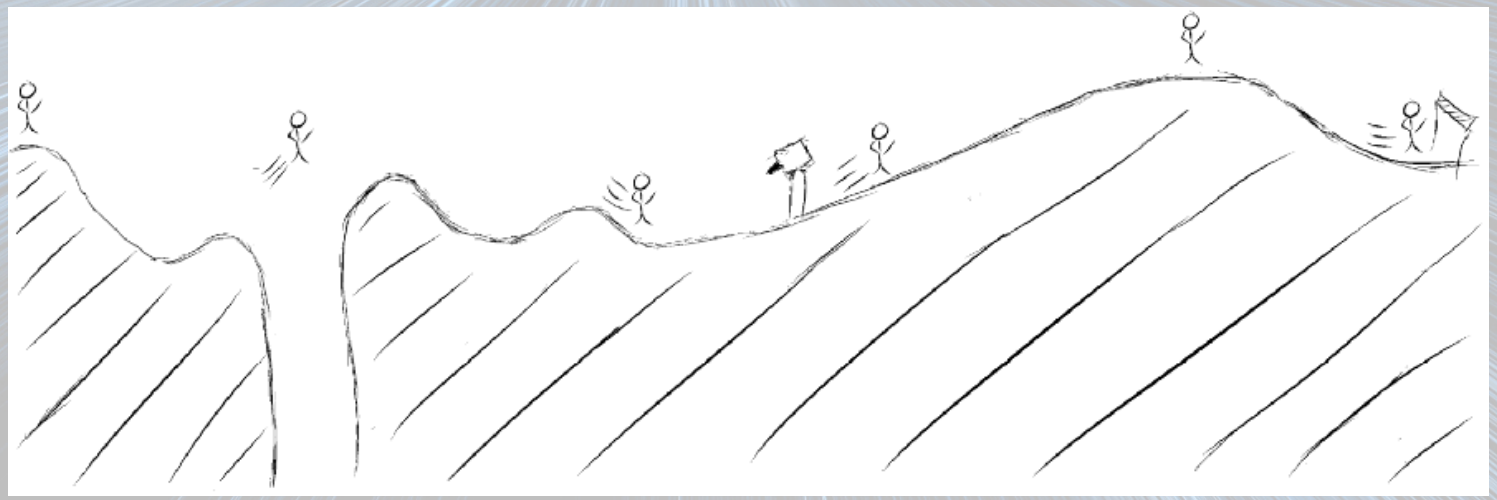

The End

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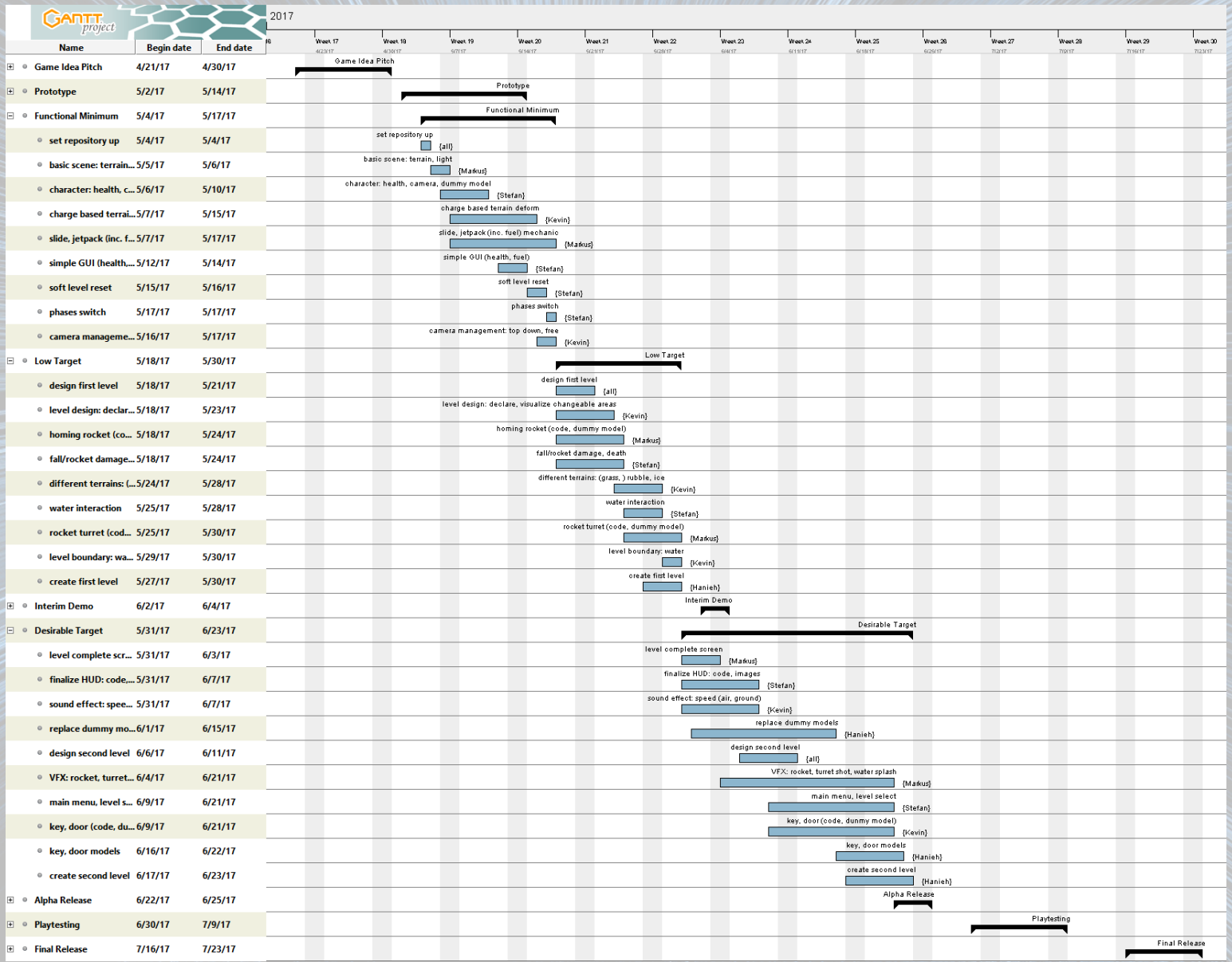
Development Schedule