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Game Concept: Cosmic Frontiers

Theme/Storyline:

In "Cosmic Frontiers," players are not just solving puzzles; they're embarking on a grand journey across the universe, commanding a spaceship tasked with exploring unknown galaxies, discovering new worlds, and establishing outposts on habitable planets. The core Cosmic Challenges mechanic is ingeniously tied to the game's narrative, where each level represents a puzzle challenge that must be solved to progress in the exploration.

Genre(s)

- Puzzle; Strategy; Adventure

Target Audience

- **Motivations:** Players seeking strategic challenge, space enthusiasts, puzzle-solvers
- **Interests:** Space exploration, science fiction, cosmic phenomena
- **Age:** 12+
- **Gender:** All
- **ESRB Rating:** E for Everyone

Unique Selling Points

- **Innovative Tap-to-Blast Mechanic:** Introduces a fresh way to solve puzzles.
- **Cosmic Theme:** Richly detailed universe, filled with mysteries and awe-inspiring visuals.
- **Dynamic Levels:** Over 50 levels that evolve in complexity, introducing new challenges and strategies.
- **Educational Value:** Incorporates real cosmic phenomena, offering learning opportunities.
- **Social Features:** Competitive leagues and collaborative events, enhancing community engagement.

Player Experience and Game POV

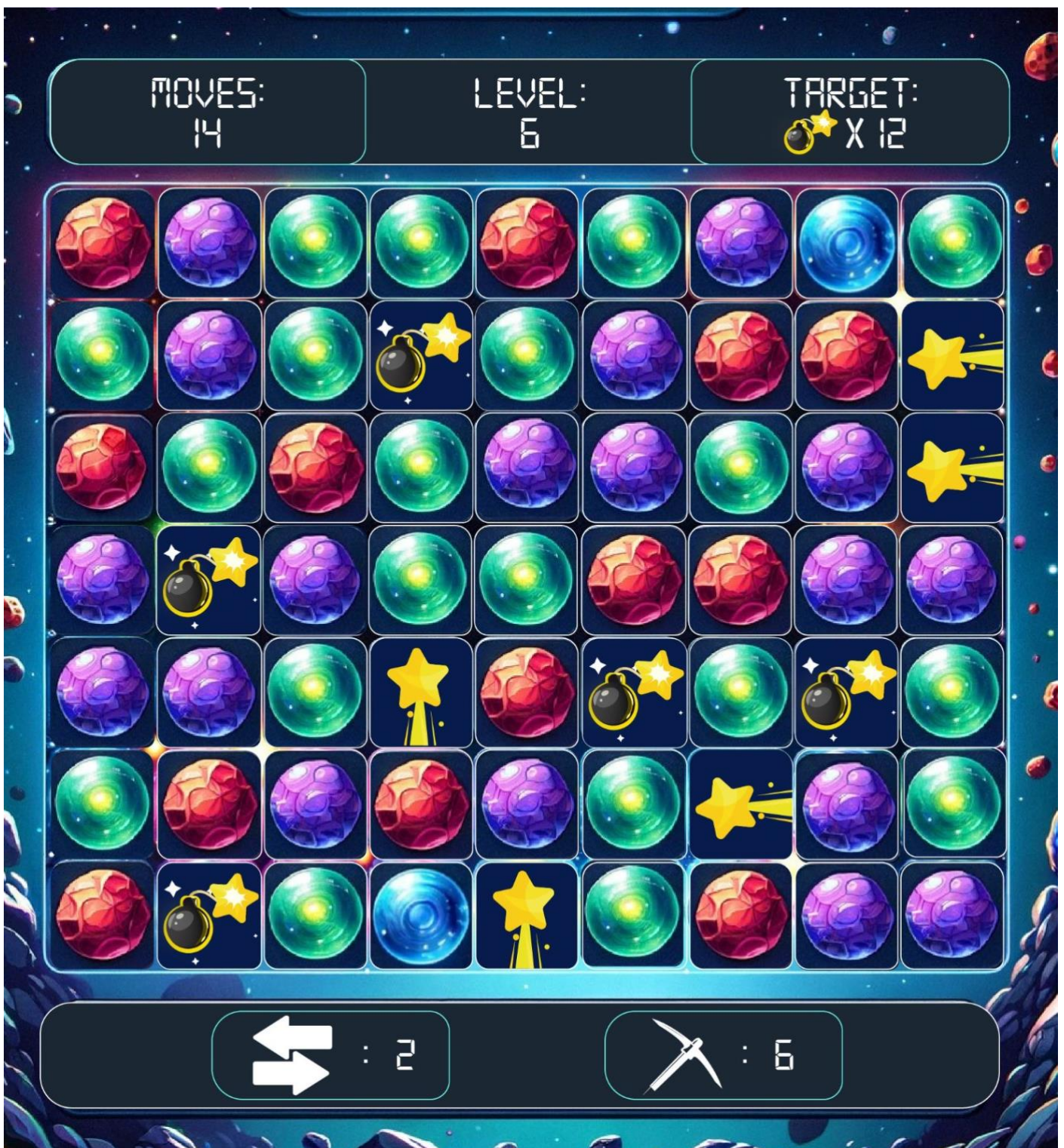
- **Player Role:** You are a cosmic explorer tasked with stabilizing the universe through strategic puzzle-solving.
- **Setting:** The vast expanse of space, featuring galaxies, nebulae, and celestial events.
- **Fantasy:** Embarking on an interstellar adventure, uncovering the secrets of the cosmos.
- **Emotions:** Wonder at the beauty of space, satisfaction from solving complex puzzles, excitement from discovery.
- **Engagement:** The evolving challenge of puzzles, the unfolding mystery of the universe, and the drive to achieve mastery keep players engaged.

Dual Gameplay Mechanics

1. Cosmic Challenges (Puzzle):

- The puzzle-solving aspect where players tap groups of similarly colored cosmic clusters to blast them away, clear the board, and score points to gather resources, navigate through asteroid fields, or deactivate ancient space traps.
- Success in these challenges yields materials like star metals, energy crystals, and rare artifacts, essential for the exploration and town-building aspects.

Gameplay Screen UI



2. Space Exploration and Settlement (Narrative Aspect):

- Players use the resources and items gained from the cosmic challenges to upgrade their spaceship, adding new modules for deep space exploration, enhanced life-support systems, and advanced research labs.
- Discovering new planets allows players to establish outposts, which gradually grow into thriving colonies. Resources from the Cosmic Challenge help in building infrastructure, conducting research, and defending against cosmic threats.

HOME UI



Centralized, easy-to-navigate menu options such as "Play," "Competitions," "Challenges," "Community," "Galaxy Map," "Missions," "Shipyard" (for upgrades), and "Settings."

- **Interconnected Progression:**

- Success in the Cosmic Challenge directly affects the player's capability to explore further into space and develop colonies. For example, solving puzzles quickly or with fewer moves can yield bonus resources or special items like "Quantum Cores" that speed up construction or research on colonies.

- Conversely, the development of colonies and advancements in space exploration can unlock new types of puzzles and challenges in the Cosmic Challenges, such as introducing new gameplay mechanics or power-ups.

- **Narrative Development:**

- The narrative unfolds through missions and quests tied to the exploration and settlement aspects. Players might discover ancient ruins hiding cosmic puzzles, or rare celestial phenomena that require specific strategies to navigate.

- Storylines involve managing the social aspects of colonies, and handling unexpected cosmic events, all of which can influence the types of challenges appearing in the Cosmic Challenges.

- **Social Integration:**

- A feature allowing players to visit and assist in each other's colonies, sharing resources. This encourages a sense of community and cooperation.

Features and Enhancements

1. **Discovery of Ancient Relics:** At certain levels, players could uncover ancient cosmic relics that unlock new power-ups or game mechanics. This could be integrated into the storyline as the player's character making significant archaeological discoveries that aid in their journey.
2. **Galactic Milestones:** Reaching specific levels triggers events such as saving a planet from collapse, making first contact with alien civilizations, or discovering new galaxies. These milestones could include mini-cutsscenes or interactive dialogues that expand on the game's lore and the player's role in the universe.
3. **Cosmic Phenomena:** Levels could be themed around real cosmic phenomena, such as passing through an asteroid belt, navigating a supernova remnant, or stabilizing a planet's orbit. Completing these levels could unlock brief educational tidbits about the phenomena, blending gameplay with learning about space.
4. **Evolution of the Universe:** The game could start with simpler, more stable cosmic environments and gradually progress to more chaotic and complex ones, reflecting the player's journey deeper into uncharted territories. This progression can be narratively justified by the increasing challenges faced as the player moves toward the center of the galaxy or into older, more densely packed star systems.

COSMIC CHALLENGE LEVELS

1-50 PROGRESSION

Levels 1-10: Cosmic Beginnings

- **Objective:** Familiarize players with basic gameplay mechanics.
- **Gameplay:** Start with simple, single-tap clusters in cosmic colors.
- **Power-Up Introduction:** 'Comet Crush' - Clears an entire row or column when activated, introduced in level 3.
- 'Starburst' - Clears a 3x3 area on the board when activated, introduced in level 7.
- **Tutorial Elements:** Guide players on utilizing the Comet Crush power-up effectively.

Levels 11-20: Asteroid Challenges

- **Objective:** Introduce the first obstacles and strategic elements.
- **Gameplay:** Add 'Asteroid Blocks' as static obstacles that require adjacent matches to clear.
- **Power-Up Introduction:** 'Supernova' - Blasts all clusters of the same color when activated, introduced in level 12.
- **New Feature:** 'Solar Flare' - Freezes clusters towards its core, introduced in level 15. Players must strategically clear clusters around it to neutralize.

Levels 21-30: Galactic Exploration

- **Objective:** Expand gameplay with new power-ups and dynamic board elements.
- **Gameplay:** Introduce 'Meteorites' Unmovable blocks that require specific power-ups to destroy.
- **Power-Up Introduction:** 'Galactic Gale' - A power-up that blows away a random selection of obstacles and clusters from the board, simulating a cosmic wind. This introduces an element of randomness that can either work in the player's favor or present new challenges, introduced in level 24.
- **New Feature:** 'Gravity Wells' - Appear randomly and shuffle the board, introduced in level 25.
- **Player Challenge:** Encourage players to adapt to the changing board layout and utilize new boosters to navigate challenges.

Levels 31-40: Cosmic Complexity

- **Objective:** Increase puzzle complexity with multi-layered elements.
- **Gameplay:** Implement clusters encased in 'Stardust Spheres' that require an extra tap to break, starting from level 31.
- **New Feature:** 'Cosmic Chains' - Lock clusters together until a specific sequence of matches is made, introduced in level 35.
- **Player Challenge:** Teach players to plan their moves in advance to deal with Stardust Spheres and Cosmic Chains, enhancing strategic thinking.

Levels 41-50: The Cosmic Climax

- **Objective:** Raise the stakes with time and move-limited challenges.
- **Gameplay:** Introduce 'Solar Flare Sprints,' time-limited freezers that require quick thinking and fast moves, starting from level 41.

- **New Feature: 'Nebula Fog'** Part of the board becomes obscured by nebula fog, hiding the clusters underneath and expand with each move that doesn't remove them. Players must use power-ups to clear the fog before it gets too big to manage, introduced in level 43.
- **Player Challenge:** Challenge players to apply all they have learned to overcome these high-stakes puzzles, rewarding strategic planning and adaptability.

CONCEPT IDEAS FOR BASIC MATCH ELEMENTS, POWER UPS, OBSTACLES, AND BOOSTERS

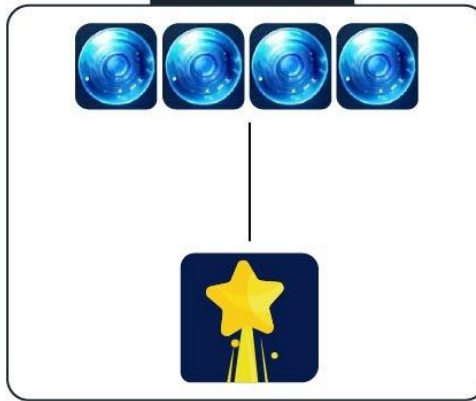
POWER-UPS:

- **Comet Crush**
 - This power-up clears an entire row or column of the game board, depending on the player's choice.
 - It's useful for quickly removing barriers or setting up larger cluster clears.
- **Starburst**
 - This power-up creates a massive explosion that clears a 3x3 area on the board, regardless of cluster colors or obstacles within that area.
- **Supernova**
 - Upon activation, Supernova targets and eliminates all clusters of a specific color from the board.
 - It's useful for clearing large portions of the board in a single move, especially when one color dominates the layout or when aiming for combo setups.
- **Galactic Gale**
 - Activating this power-up unleashes a cosmic wind that randomly removes a selection of obstacles and clusters from the board.
 - It can either turn the tide of the game in the player's favor or present new challenges by reshuffling the remaining clusters in unpredictable ways.
 - It's a game-changer power-up that encourages adaptability and risk-taking in strategy formulation.

COMET CRUSH



COMET CRUSH



STARBURST



SUPERNOVA



GALACTIC GALE



OBSTACLES:

- **Asteroid Blocks**

- These are static obstacles that block parts of the board, preventing clusters from being formed or cleared in their vicinity. Players need to make matches adjacent to Asteroid Blocks to remove them,
- This obstacle requires strategic placement of clusters and thoughtful planning of moves.

- **Solar Flare**

- These temporarily freeze clusters, making them immovable until they are used to make matches or blasted with power-ups.
- Players must strategically clear clusters to neutralize the Solar Flare, adding a layer of complexity and urgency to puzzle solving.

- **Meteorites**

- These are unmovable blocks that cannot be cleared by regular matches, requiring power-ups to be destroyed.
- This obstacle demands that players conserve their power-ups and use them judiciously to clear the way.

- **Gravity Wells**

- Appearing randomly on the board, Gravity Wells shuffle the positions of clusters, disrupting planned moves and strategies.
- The unpredictable nature of Gravity Wells challenges players to adapt quickly to new board configurations and find new match opportunities.

- **Stardust Spheres**

- Clusters encased in Stardust Spheres require an extra tap to break open and release the cluster inside for matching.
- This adds an additional step to clearing these clusters, forcing players to allocate more moves towards freeing and then matching the encased clusters.

- **Cosmic Chains**

- This obstacle locks clusters together, preventing them from being moved or matched until a specific sequence of matches is made adjacent to them or a power-up is used to break the chain.

- Cosmic Chains require players to approach the puzzle with a sequence-based strategy, prioritizing certain moves to unlock the chained clusters.

- **Solar Flare Sprints**

- These are move-limited challenges where parts of the board are 'frozen' by Solar Flares in the case of the Solar Flare Sprints not being neutralized until the indicated move count-down end.
- These sprints add a time pressure element, testing players' ability to solve puzzles under stress requiring quick thinking and fast moves to clear the affected areas before moves run out.

- **Nebula Fog**

- These obscure part of the board, hiding the clusters underneath and expanding with each move that doesn't directly address it.
- Players must use power-ups or make adjacent matches to clear the fog.



BOOSTERS: THEY DON'T SPEND MOVES TO ACTIVATE.

- **Chroma Swap Beam**

- This booster allows the player to swap the positions of two adjacent clusters, each cluster consisting of a distinct color.
- Upon activation, the Chroma Swap Beam can be used to select two neighboring clusters on the board, instantly swapping their colors.

- **Cosmic Hammer**

- This booster allows the player to directly remove any one obstacle from the board.
- When activated, the player selects the obstacle to be eliminated, and the Cosmic Hammer instantly clears it from the board without requiring a match.



GAME DESIGN

Progression Systems:

- **Titles/Ranks:**

- Players progress through *Galactic Ranks* like "*Novice Navigator*," "*Asteroid Breaker*," "*Galactic Guardian*," to "*Master of the Cosmos*," with each rank unlocking new gameplay possibilities and status symbols within the community.



- **Stardust Points:** Earned in various ways such as *interacting* with the system, *helping* other players or implementing *new tools*. The points are used for passing the levels in space discovery.
- **Comet Coins:** Earned *in-game* to *purchase* decorative items or accessories for their avatar.

Achievements and Milestones:

- **Achievement System:** Diverse challenges from puzzle-solving to collection goals, rewarding players with exclusive items, in-game currency, or special power-ups.
- **Seasonal Cosmic Leagues:** Ranked puzzles with seasonal leaderboards. Top players earn prestigious titles, special avatars, or advantageous tools/power-ups.



- **Special achievements:** Hidden achievements tied to special events or rare in-game occurrences to surprise and delight players.

Cosmic Challenge Reward and Educational Systems

- **Stellar Streak Bonus:**

- **Concept:** Reward players who pass three levels on their first try without having to repeat any, with special power-ups that last until they fail a level. This encourages skillful play and strategic use of resources.
- **Implementation:** After achieving a "Stellar Streak," introduce power-ups that can strategically alter gameplay.

- **Pre-Level Intel Brief:**

- **Concept:** Before starting a level, present a popup that explains the level's difficulty, introduces any new properties (such as new obstacles or power-ups). This helps set player expectations and provides a learning opportunity.
- **Implementation:** Design the popup to be visually engaging, using icons and short, concise text or gifs to convey information.



Player Customization:

Rewards from the puzzle and exploration achievements include not just resources but also cosmetic upgrades for the ship and colonies, special titles, and access to exclusive story arcs.

- **Cosmetic and Functional Customization:** Players can personalize spaceships and avatars with items that may unlock unique game narratives, dialogues, or missions, enhancing the gameplay experience.
- **Spaceship Garage:** Where players can collect and customize their spacecraft with functional and aesthetic upgrades.

Timed Events and Competitions:

1. Cosmic Rush Hour:

- **Concept:** Periodically, the game introduces "Cosmic Rush Hour," where players are given 1-hour power-ups or unlimited lives. This feature encourages players to log in and play during specific hours, increasing player engagement and retention.

- **Implementation:** Notify players through in-game messages about upcoming Cosmic Rush availability. This could be linked to daily or weekly cycles to align with peak player activity times; or it can be up to the player to start the timer so that they can choose to participate when they are available.

2. Galactic Challenges:

- **Concept:** Introduce a 30-minute competition mode where players compete against others in real-time to achieve the highest score on a specially designed level. Winners receive exclusive rewards, such as unique power-ups, boosters, or customization options for their avatar or ship.

- **Implementation:** Implement a leaderboard system for these challenges, allowing players to see their rankings in real time. To foster a competitive but fair environment, match players of similar skill levels.

Incentives:

- **Daily Challenges:** Daily puzzles that offer unique rewards, encouraging daily play.
- **Community Challenges:** Collaborative events where players can earn points for assisting others, fostering a sense of community and cooperation.
- **Dynamic Content Updates:** Frequent introduction of new galaxies, power-ups, and storylines to maintain engagement and offer new exploration opportunities.