**Game mechanic proposal**

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**Name of the game**: Whiteboard World

**Target platform**: PC

**Controls**:

Move: Mouse movement

Draw: Mouse button 1

**Tools**:

Management: <https://trello.com/invite/b/3AlFIMdV/f86f3a57af54cf24d4ce9fb47853f78d/aint254-game>

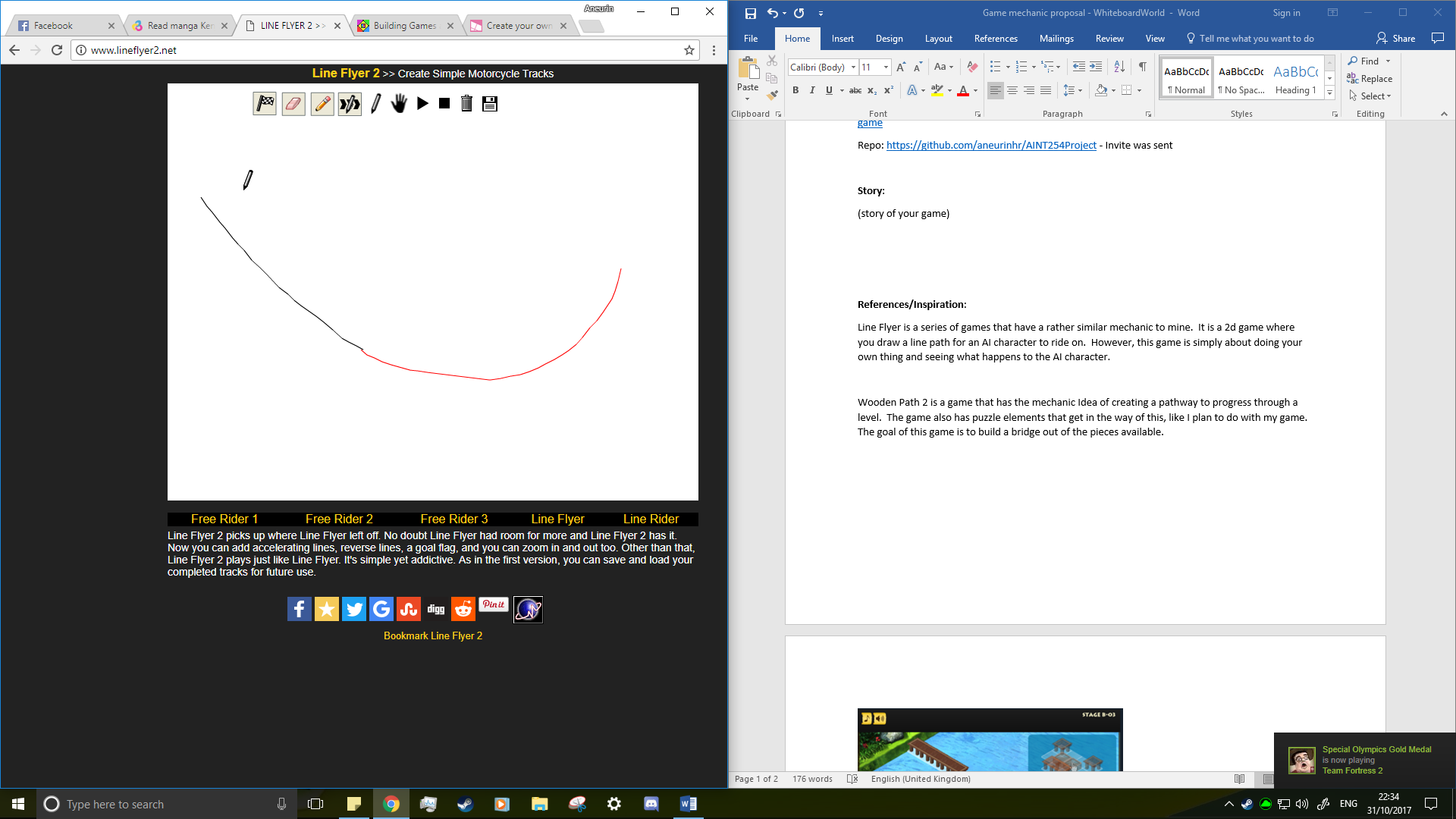
Repo: <https://github.com/aneurinhr/AINT254Project> - Invite was sent

**Story**:

(story of your game)

**References/Inspiration**:

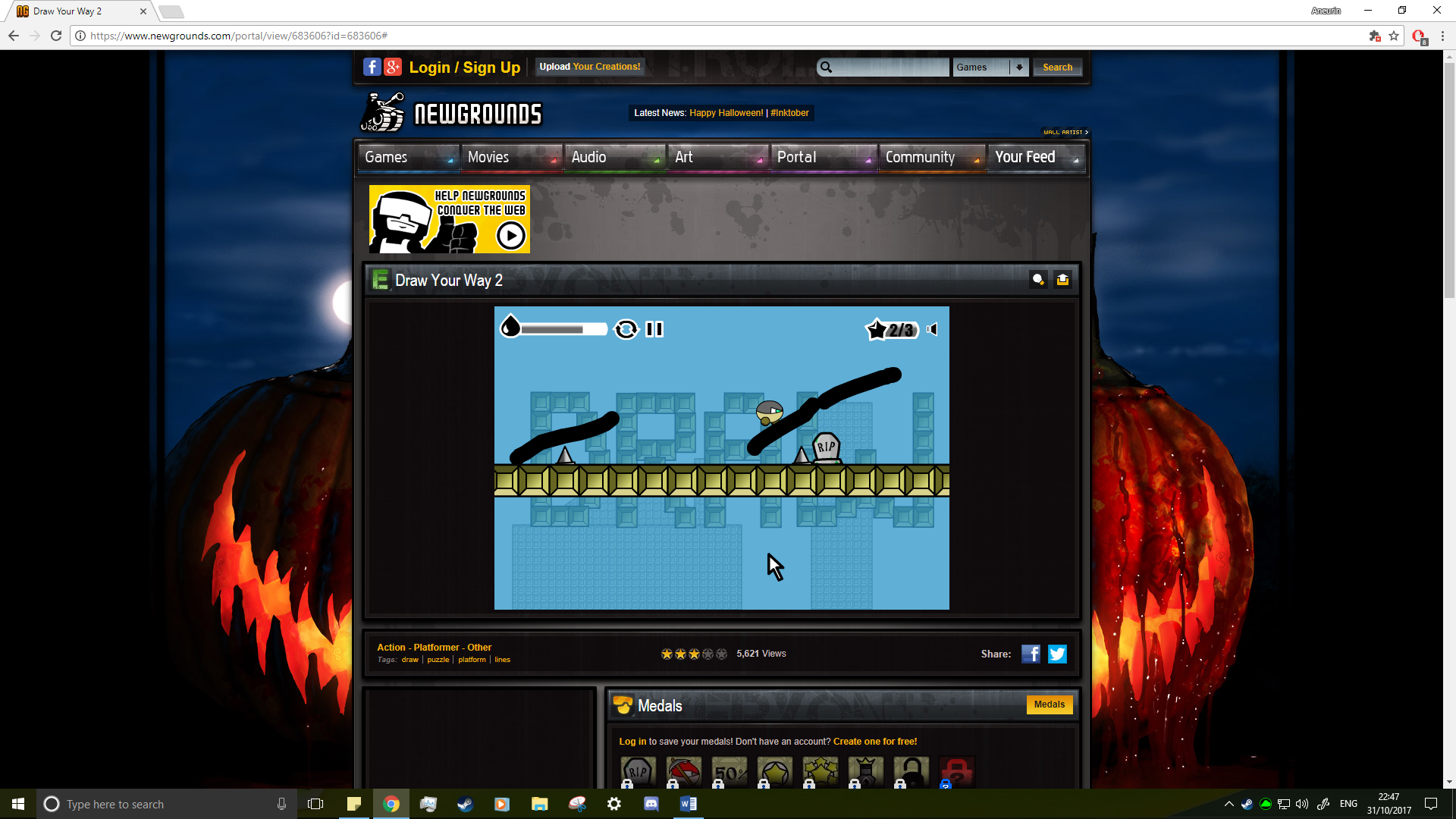
Line Flyer is a series of games that was a good piece of inspiration. It was such a simple game, with a plain white background. A game where you only drew paths for AI. When I first thought of my game idea of drawing paths, this was one of the first games that really inspired me to go through with it.



Wooden Path 2 is another game that inspired my project. I game across it in my search for similar games of my idea. The idea for this is to figure out puzzles, so you can build a bridge, or a path to complete the level. The puzzle element is something I want for my game too.



Draw your way 2 is another puzzle game where you must keep yourself alive. This was a game I also game across during my search. The limited ink was an inspiration for me as it adds an extra level of difficulty to the game. This also has a different form of puzzle. This game was more about keeping yourself alive which gave me the idea of having destructible AI friendlies. In the future, I would like to implement traps that could possibly end you AI life’s. So, you must find a safe and quick route through the puzzles.



**Aim**:

(describe what you are trying to achieve – please add everything that is relevant - mind maps, sketches, drawings flow diagrams, description of methods, screenshots)