

2023-02 Visual Media Programming

# Project Plan & Proposal

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# Overview

## Concept Idea

- A simple yet addictive game that takes the classic snake game as a reference

## Style / Genre

- Game that we can play anytime for time-killing
- Casual, Repeated, Score-based, Single-player

## Target Audience

- Anyone who enjoys casual games
- Young kids and teenagers

# Reference Games



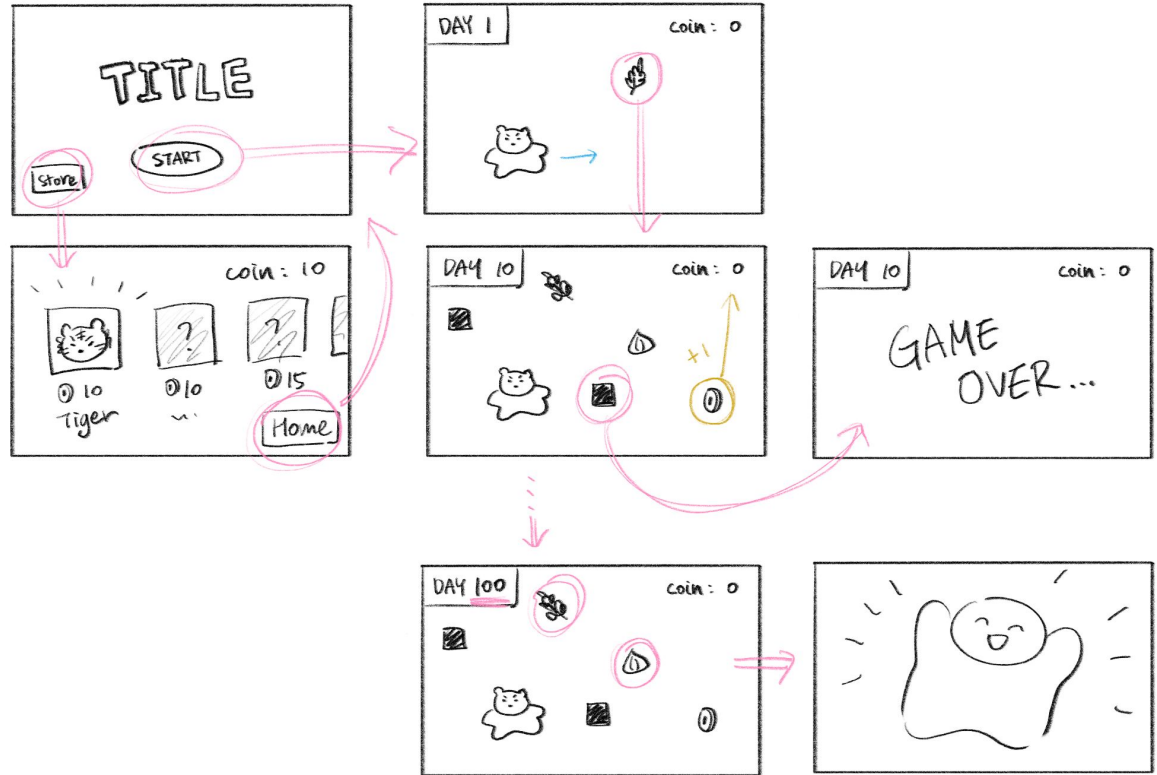
# Detailed Elements

- Korean Traditional Myth “단군신화”
- Main character will be the bear who successfully transformed into a human after eating mugwort and garlic for 100 days.
- Feature items such as mugwort and garlic + Unlock a tiger character using in-game coins to enhance the overall concept.



# Game Flow

1. Main title screen
  2. Game playing
  3. Stage up (Day +10)
  4. Character becomes human after 100 days!
  5. Game over when it hit obstacle
- +) Can unlock new characters with collected coins



# Interface / Color theme

- Simple interface
- Pixel graphic
- Retro color theme

