

1 Proposal Mini-Game

1.1 Group name and members

Group name: **Flynncade**

Christoph Reinhart	christoph.reinhart@students.unibe.ch
Raphaël Tuor	raphael.tuor@gmail.com
Nicolas Spycher	nicolas.spycher@students.unibe.ch

1.2 Theme

We are thinking about making a Tron-like game, because the graphic workload would be reduced without compromising a good look and feel of the game.

1.3 The idea

The main idea behind our mini-game is that the player can change dimensions. There would be puzzle which he has to solve either in a 2D side view or in a 2.5D overview. Some obstacles would only be passable in a certain view.

1.4 Tetrad

Technology	Aesthetics	Mechanics	Story
PC	Tron-like	Jump and Run (switch dimensions), solve puzzles (for example command prompt), get from A to B, kill enemies, switch between two players, some puzzles have to be solved together	Tron-like

1.5 Planning

End of march	first prototype with first level, only some mechanics and physics
End of april	finished in terms of mechanics. Add textures and more levels
May	Finishing touch, balancing, gameplay, maybe more levels