My idea is based on my childhood game Pokemon Puzzle League, which originated from the game “Tetris Attack” of 1996. It’s most recent major spin off is called “Planet puzzle league” of 2007. This game has since been ported to many platform, including iOS, with the more well-known “SeaGlass” or the more classic “RisingBlocks”.

In the original game, the player controls a bracket that can switch two adjacent blocks horizontally. However, unlike candy crush, the resulting orders of blocks need not to match up in a line. The player can repeatedly move blocks around until when at least three blocks are aligned either horizontally or vertically. Once that happens, the blocks are cleared in a time frame with animation. In between the animation, the player can move blocks into the empty space and cause the collapsing blocks to also connect in a similar fashion. Such situation would result in a combo.

When the game was ported to 3DS as Planet Puzzle League and on iOS, the players gain more control as the touch functionality enables the player to simply swipe the blocks around to make their combos.

Their limitation, however, is always that the blocks can only be moved horizontally. Only when a block is dropped from a height (moving into an empty column), can it be moved into a vertical column.

My frustration with this game, though very addicting, is that it is really hard to have full on control. My implementation of this game would be that the player can click on any block and drag it and drop it to whenever it wants on the playing field to connect the combo. The block rises at a certain speed that corresponds to the level. If it reaches the top the player has failed.

Levels is cleared score wise.

Additional:  
The above functionality should already be very hard to implement, but if it turned out to be easy, I’d like to add in the below functionality.

A monster climbs around the field randomly. Blocks with “bombs” appears randomly throughout the field. These explosives has the abilities to damage the monster. Activate the explosives by clearing the block containing the bomb. The monster has the ability to add blocks with additional colors (making it hard to clear) or eat bombs. If blocks is cleared right on top of the monster, the monster takes damage. If a block with a bomb hits the monster, the monster gets additional damage. If combos hit the monster, the monster gets yet additional damage. Combos larger than 5 is so powerful it can create electricity to remotely damage the monster.

In this scenario, levels are cleared when the monster is killed.

Harder levels may have monsters with higher health points or more monsters concurrently.

Additionally2:  
Though I may never get to this part, I still love to do it eventually.

The player gets to move more than one block by right clicking on multiple blocks to select and drag around.

Possible complications:  
Methods of differentiating combos clear and user-induced clear; state A to state B arrangements of blocks can be changed in two ways:

1. When user drags and drop blocks
2. When block moves as a result of collapsing because empty space induced

Store the arrangement change method called and only induce combo calls if is (2)



