**The Awesome Team of Awesomeness**

* Cooperation, 2D (angled top down)
* Platform : PC, splitscreen (Work on possible networking for the future)
* Mechanics : Puzzles
* Type of Fun : People fun
* Emotions : Amusement, Admiration
* No rules – only controls and affordances
* Minimal colours
* **2D or 3D?**

**What does the player do?!**

Players cooperate to complete tasks together.

GAME LOOP = Player 1 part of puzzle, player 2 part of puzzle, collect reward

**Start of the game**

Players have a tutorial session at the start of the game – maybe 3 rooms (small level) with easy, generic puzzles which shows players how to interact with the game.

**Features**

The characters are a different colour, which work with different parts of a puzzle – e.g. red player has to stand on red platform.

Collectables (bonus feature) – score/grade at the end to show the relationship compatibility which helps with replayability. There are a minimum amount of puzzles the players have to complete to pass on to the next level, but it possible to collect everything.

Time limit to finish the level, will take longer if you want to collect everything – risk and reward collectables

Obstacles or enemies to make it more challenging to reach a puzzle in other rooms?

There may be some rooms that one player can’t go into but the other can. The further they progress, the more rooms they can go into together? Colour coded doors to see where each player can go.

**Theme and Narrative**

The characters souls are tethered as they enter into a shared dream.

Instead of a tether, there could be something on the screen (like an arrow pointing in the direction of other player) to show where the other player is. This will help them find each other when they need to.

The game is supposed to bring the characters together emotionally. **What relationship is it?** – Lovers, friends, family?

**Narrative - Relationship Traits + Related Puzzles**

Each level has a different type of puzzle to suit the theme of that level

<https://www.psychologytoday.com/gb/blog/close-encounters/201702/5-essential-qualities-romantic-partner>

<https://www.psychologytoday.com/gb/blog/lifetime-connections/201503/the-13-essential-traits-good-friends>

<https://www.mindbodygreen.com/0-25433/15-essential-qualities-of-relationships-that-last.html>

<https://www.success.com/rohn-8-traits-of-healthy-relationships/>

Trustworthy and dependable – example Wii Party Colour Coordination – one player stops on a trigger to help the other player get through

Good listener – one player makes a music sequence, the other player has to repeat the music sequence

Similarities – mirrored puzzle that both players have to complete at the same time

Stability (emotional, financial, physical) – balancing puzzle

Supportive – example Pokemon cave boulders or Wii Party Banana Blockade – move something around together, can’t be done by just one player

Loyalty – battle block – passing a boat to the other player to help them get across.

Empathy – one player has to make sequence, the other player has to find the code/sequence and read it aloud for the first player – also works at patience

Non-judgmental –

Sense of humour/fun – playing a game like hitting a balloon to eachother, have to get to a certain number of hits before they can pass

Acceptance –

Respect –

Thoughtfulness –player 1 has to choose an object, then player 2 has to go find an object they chose without knowing what it is. players do it for eachother at the same time

Forgiveness –

Compromise –

Affection –

Appreciation –

Validation –

Patience –

Protective – player 1 has to get across a room but only player 2 can kill the enemies