## Quadz – Square’em up!

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# High Concept

Puzzle game of colorful quads to make different shapes of same colored blocks. Game gets tougher with each progressing level. Let’s see how much you score…???

# Features

* The game starts with a four-sided figure randomly filled with multiple colored blocks, the number of colors incremented on each 3 level up.
* On top on the playing area, there’s a bar, which is filled for every point you gain in the current level, also showing the points required to level up.
* Scoreboard showing your total score, and also the player’s current level, on the right of the multi-colored quadrangle.
* Options for muting the background score, and restarting the game placed right below the round scramble button.
* There is a scramble button which randomizes the blocks useful when you’re stuck, costing you some of your points.

# Player Motivation

Player experiences the same block matching style with a twist, but instead of matching lines, here he’d have to match the corners of quads, providing spice to an all too famous classic game.

# Genre

Puzzle genre.

# Target Customer

Puzzle lovers of any age-group.

# Competition

**Bejeweled**: This game is the same matching block style, however here you’ll have to swap gems to create an acceptable shape of matching gems, while in our game there’s no swapping required, just a basic understanding of geometry and the patience to find matching corners.

**Tetris**: One of the “100 greatest video game of all time”, Tetris is having a similar style. The goal is to make lines of the falling 4-block geometric shapes by rotating or shifting them left or right. Main difference is that Tetris starts with an empty playing field, while in our game the field is filled completely almost all the time. Also, there’s no manipulation done on blocks in our game, making it not so harder as Tetris.

# Unique Selling Points

* Unique feature of changing the quads on screen by losing points.
* Never before use of quadrangles.
* Amazing graphics and sound.

# Target Hardware

Any device capable of rendering JavaScript enabled web pages (pointing device needed for now).

# Design Goals

**Simple:** Easy to learn and play, no complex controls just mouse clicks.

**Abundance:** Plenty of alternatives, one can’t stuck anywhere, and if he does, there’s an option to scramble blocks.

**Time Base:** Player needs to keep a watch on time as limited time available for each level. Available time also increases depending on how fast the previous level was completed.

**Unique**: Never before use of quadrangles selection in a matching blocks game. Different types of quads are accepted, viz. normal: basically a square, diagonal: a square rotated 45 degrees, or a skew: a sheared diagonal.

# Game Plot

The plot behind the game is to see how fast a person can think and execute it. Inspired from the legendary game “Tetris”, game follows the concept of testing one’s performance on ability of thinking and executing it.