

Your game plan should answer the following questions:

1. What is the game about (background & motivation)? Why did you choose this idea?

Wanted to make an arcade-style game, chose swimming because one of us is a swimmer, wanted to make a competitive game where users can compare results, create a simple but fun and addictive competitive experience

2. Who are the target users?

All ages

People who like competitive/skill-based games

Appeals to users who like arcade challenge games

3. What is the context/game world?

The setting is present day, you are training for the world champs, which will be the last level you conquer

The world is realistic, only with minor “unrealistic” elements to make the game engaging, but no supernatural elements

You are a retired champion swimmer who has decided to return to the pool for one last chance at winning it all for your country, however you must train back up to reach the world championship. You will progress through levels until the final race.

Progress through multiple levels of different difficulty to reach the world championship

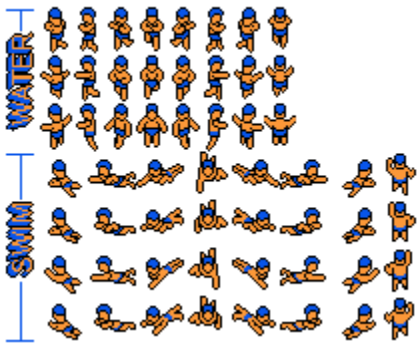
4. What are the rules of the game?

Rhythm timing game, timing incorrectly slows the user down. Win and move on to the next level, lose and have to restart. The final level is the world championship that you are training to win.

5. What are the controls (keyboard, mouse, joystick, etc.)?

Keyboard, switching between two buttons in a rhythm to move forward.

6. Include a rough sketch of your idea (if available).



7. How will the tasks be distributed among teammates?

Diego - Coder, Story

Benton - Coder, Playtester/Game balance

Luke - Artist, Coder