

“Headstone Harry” (alternate title: Headstones)

Game Type: Score driven match 3.

Art Completion estimated date: Sept 29.

Estimated Submission Date: October 10-12

PRESENTATION

“Headstone Harry” mixes the macabre with swinging jazz tunes to create an accessible and edgy experience that can appeal to a wide audience. Not a horror title, but a fun dance on the edge of horror. Perfect as a Halloween release, but built to stand on its own throughout the entire year. Will not make any overt references to the holiday. From a comparison sake, think the art direction and musical score of CORPSE BRIDE.

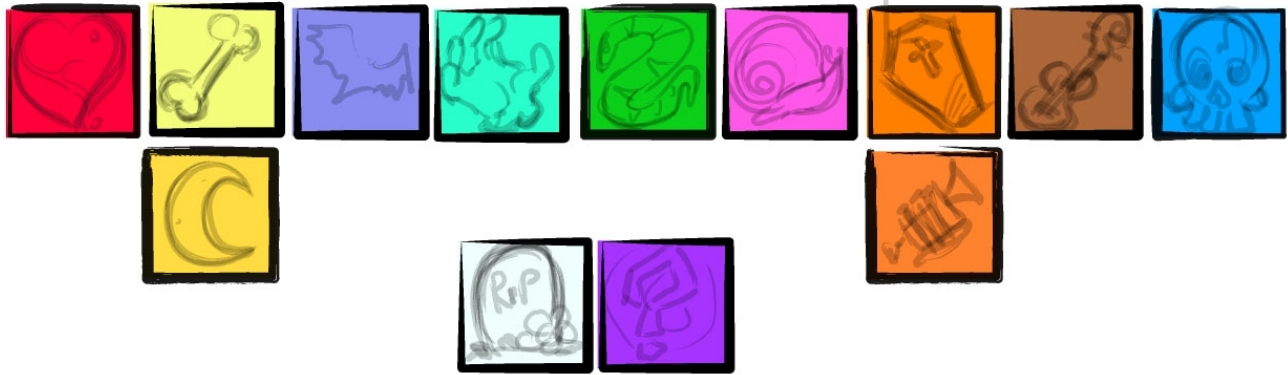


MAIN GAME DESCRIPTION

Like many match 3 games, the purpose of Headstone Harry is to match 3 or more of the same block type to create matches and chains for points. The goal is to collect as many points as possible before the timer runs out. The timer replenishes a little bit each time a match is made so it is necessary to play as quickly as possible to ensure you never run out of time. The game is over when the time runs out and the player will be awarded their final score tally. They can choose to upload their score to the online leaderboard or decline to keep it local - *assumes the infrastructure is in place. At very least, high scores will be kept locally and players can enter their names dynamically.

Potential Tile Types (NOTE – not all will be used)

Heart – RED, Bone – YELLOW, Zombie Hand – AQUA, Bat – NAVY/DEEP BLUE, Casket – ORANGE, Snake – GREEN, Snail – PINK, Wild – PURPLE/PINK, Crescent Moon – YELLOW, Trumpet – ORANGE, Upright Bass – BROWN, Headstone Harry (skull) – BLUE, Grave Bonus – WHITE/SLATE.



Current progress of illustrated symbols:

SCORE

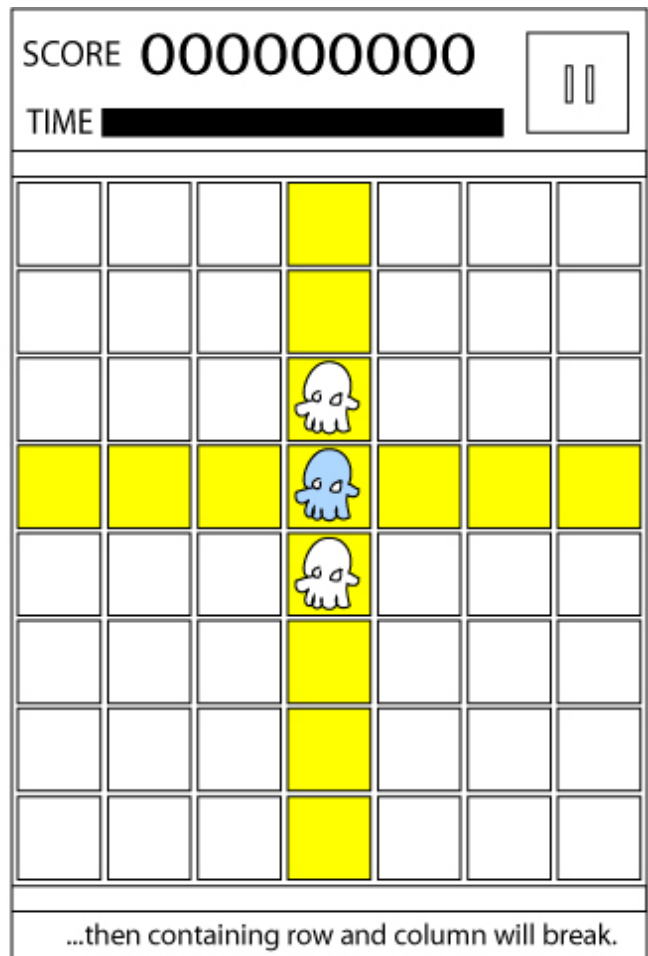
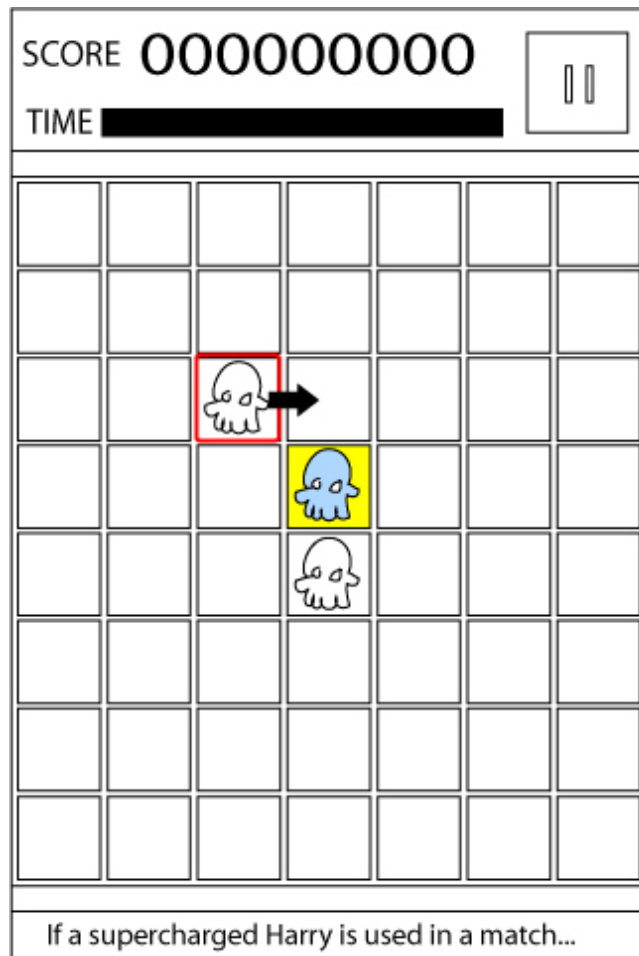
TIME

| | | | | | | |
|--|--|--|--|--|--|--|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

2X SCORE MULTIPLIER:

Harry Head Supercharger

The Harry Head tiles (skull) can randomly come in as “supercharged”. When these tiles are used to make a match they take out every tile in the row and column they are destroyed in. The end result looks like a cross/plus sign. Multiple supercharged tiles can be part of the same match.



Grave Picking Bonus Game

A rare tile, the RIP Grave, will appear periodically. If the player matches 3 or more grave tiles, it will pause the main game and trigger a quick bonus game. 5 graves appear on screen and the player is prompted to pick one. Once picked, the grave will topple over and reveal a bonus prize. The game will go back to normal play once the bonus round is complete.

Bonus prizes include: +5,000 points, +10,000 points, +15 seconds, +30 seconds, x2 score multiplier for new matches(temporary – wears off after 15 or so seconds), x3 multiplier, Harry Head Supercharger (turns all visible Harry Heads into supercharged tiles). For +15 and +30 second bonuses, the clock will FREEZE for that amount of time. If the player has a nearly full timer, this bonus would not seem as rewarding if only a portion of their bonus was applied to make a full meter.

Additional picks can be awarded if more than 3 graves were used to make the match. For instance if the player matched 4, then they may get 2 picks, or if they matched 5 they could get 3 picks, etc.



GAME FLOW

Start->Splash Screen->Main Menu->GAME START – SCORES – OPTIONS - INFO

If GAME START-> play game-> time expires->Scoring State->Play Again Y/N

If SCORES-> openlocal and global scoreboard-> Exit returns to main menu

If OPTIONS-> open options menu-> Exit returns to main menu. If done in game exiting returns to game.

If INFO-> open credits and instruction screens->Exit returns to main menu

If MORE GAMES-> open more games menu with links to other titles made by CR and PDS->Exit returns to main menu-> pressing game links exits game and goes to game page on app store.



OPTIONS

Will include toggles for MUSIC, SOUND FX, HINTS, EASY ASSIST.

EASY ASSIST: Is an offshoot of HINTS. Basically if the player does not make a move within a certain amount of time, the game will find the nearest match possibility and make it for you. The balance here is that the amount of time it takes to kick in is greater than the amount of time you earn back for making the match so a player cannot just spam it by letting the game play itself. By default this option is OFF. This feature will be explained in the help screens and potentially an in game popup.