**Game Concept Document**

**Name:** Mobiles

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**Overview and vision statement:**

Mobiles is a beautiful action puzzle game, where players use available pieces to quickly build balanced hanging mobiles.

The primary goal is to be fun and involving. Like an action-based sudoko, requiring balance at each level, and solving complex problems.

It is also designed as a mathematics learning tool, since arm lengths and masses will be displayed.

**Audience, platform, and marketing**

General audience, playable by adults and children.

Mobile/tablet platform. Start with android/processing.

Marketing on play store. Possibly also testing using platforms such as kongregate. (see kingdom rush test game)

**Gameplay**

Players click and drag pieces (arms and masses) to attach together as a mobile that balances. All pieces must be used. Sometimes additional challenges will be printed on the screen at the beginning of a round.

**Pieces**:

* **arms** – having middle string location
* **masses –** having a particular mass (number, color and size can reflect mass)

**Actions:**

* **drag pieces into place**
* **slide arms left and right to balance**

**Characters (if applicable) - Not applicable at start**

**Story (if applicable) - Not applicable at start**

**World (if applicable) - Not applicable at start**

**Media list**

**Later ideas, challenges & expansions:**

A variety of challenges are imagined:

- more beautiful and interesting

- prime numbers

- partial information of masses (only visual)

- invisible parts

- speed

- randomly generated

- challenge friends

- fibonacci, fractals, and other math concepts (but only come upon these through fun)

- 3-D rotation

- rotation to make certain colors when pieces overlap

- characters that walk along arms, dynamic game

- odd mass on left, patterns, etc etc.

- reach/touch a certain horizontal or vertical point using mobile (e.g. long arm etc.)