Form

Genre: Puzzle Investigation

Theme: Minimalism

Perspective: Side Scroller

Goal: To find out which shape you were to begin with

Core Gameplay:

* Player speaks to other basic shapes that give the player clues about his/her true identity
* Player could be any of the four basic shapes:
  + Triangle
  + Box
  + Circle
  + Hexagon
    - The outcome is always random

Victory Condition: The player pulls apart all of the shapes and leaves behind the shape he/she really is

Losing Condition: The player pulls the shape that he/she really is

Changes

* Include a first set of hints to help the player understand NPC functionality
* Maybe cut the elevator usage
* Elevator fixed
* Plans to add platformer elements to the game

Challenges/Risks:

* Creating extra dialogue due to the player being any shape
* Creating the ability to pull apart shapes off the player at any given time
* Creating a side scroller system that allows the player only to move left and right