



Conflux

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Cart 353

Concept

Conflux is a puzzle game that challenges and tests player's logic. The game is level base; therefore, the difficulty increases as it progresses. The objective of the game is to construct a current flow or a chain of lines from the starting point to goal point. And in order to do this, the player must carefully navigate the flow through series of nodes and must also reconsider that the nodes have special properties.

Nodes' special properties: Subtract, increase, divide, and multiply the force of the flow by x.

Research Sources and Inspiration

1. Vault of Glass: FPS raid with puzzle elements
2. Android's pattern screen lock
3. Java How to Program Ninth Edition by Paul Deitel and Harvey Deitel
4. Beginning Android 4 Games Development by Mario Zechner and Robert Green
5. Processing.org

Similar Work(s)

1. PacMan by Toru Iwatani
2. Unblock Me by Kiragames Co., Ltd
3. Flow by Big Duck Games LLC

Project Scope

1. Build Prototype with the game mechanics
2. Test, refine, finalize,...
3. Add file loader for Levels
4. Add graphics and sounds
5. Peer play test
6. Test, refine, finalize.