BOZ by Jeffrey Low

BOZ is a puzzle game where you must try to escape from a mad scientist. The main character will be stuck in a room with boxes, floor tiles with pressure sensors and a locked exit door. The objective of the game is to push boxes onto all the floor tiles with pressure sensors. This will unlock the exit door but you must figure out a way to get to the exit door as the room is built like a maze. This game is heavily influenced by the game Boxxle, a Game Boy Title where you try to push boxes onto dots. The main difference is that the way the level designed is in a maze. You will also need to navigate through a maze while trying to figure out how to push the box onto the tiles and at the same time, how to get to the exit. As the game progresses, there will be more ways to interact with the floor tiles like tiles that trigger gate (Close or Open). If the player makes a mistake, they can use a undo button(maximum 3 times).

Story(optional,for fun)

The main character has been captured by a mad scientist that is trying to collect data. The mad scientist will try to be sarcastic with the player during game and try to convince the main player that what he is doing is for the good of mankind. At the end of the game, the main player will find a vault and that the mad scientist dad actually built the facility, rooms for the mad scientist to train his body as the mad scientist has contracted an illness that made his body weak. To motivate his son to go through the rooms, he placed a secret vault at the end of the final room.

When the player ask why he was captured, the mad scientist said “We two are the only remains of our civilization, well that’s from what I observe anyway. I cant move stuff due to my illness so I need your help to do it”.

Main character ask” Why wouldn’t you tell me about the vault and stop being a douche in the first place”.

Mad scientist replied “ Well we keep moving forward, opening new doors and exploring new things because we’re are curious and curiosity keeps leading us down to new paths. Paths that can save humanity. Insulting is the best way to keep someone progressing quickly.”

After opening the vault, he found a corpse that belongs to a female. After closely inspecting the corpse, he found out that beside the corpse there are samples of human blood and tissue.

The mad scientist was surprised and said “I have no idea why but my father somehow foresee this event. He said he placed something that can help us. With the blood sample given, it can help all of us “Cliff Hanger.

The next game will be a prequel that covers what happened a few years ago .At the end the scientist managed to create robotic limbs after collecting data.

How to Play?

The Character will be controlled using the arrow keys. If the players character is at a side of a box. Moving character in the direction of the box will also move the box in the same direction. Pushing a box onto a floor tile with pressure sensors will activate that floor tile. Activating all floor tiles in that room will unlock the exit. Players cannot pull a box, only push the box. For unique floor tile like the blockade floor tile, moving a box onto it will open a gate. Moving the box off the tile will close the gate

Unique Selling Points.

-This game have a low entry barrier which makes the game simple and easy to play but is also hard to master.

- Target audience will be for everyone but this game may be most effective on little kids(6-12) as it can help kids practice problem solving.

-An Engaging story (may be)

Features List

-Campaign Mode (may be with story)

* The game play will be linked to the story
* Total of 10 levels(Could be more)
* Players will earn points through how long they take took complete the level. The less time they use ,the more points they get

-Time Attack mode

* Players will have 30 secs to finish the level ( levels may be the same as campaign)
* Time taken to complete all levels will be used to calculate a high score

Task breakdown

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| --- | --- | --- | --- | --- | --- |
| Name | Jeffrey | Gary | Sham | Glence | Bonus |
| Week1 | Mechanics | Mechanics | Mechanics | Level Design | Add in story |
| Week2 | UI (including Score mechanic) | Start Report | Debugging | Mechanics | Debugging and continue adding in story |
| Week3 | Report | Report | Report | Report |  |