FixIT

## Tag line

Making you feel like the mechanic you where meant to be.

## Elevator Pitch

This game makes the player use simplified tools and monitors from the real life version to repair a straddle carrier.

## Date of last update

26/09/2023

# Game Overview

The game makes the player use tools and inspection panels to find problems with a straddle carrier. The player uses the tools to go to the location of the problem and then fixes the problem. This will be done until all the problems are fixed. The player will be timed.

## Game Concept

Single player simulator game.

## Target Audience

## Genre(s)

## Game Flow Summary – How does the player move through the game? Include both the interface and the game itself.

## Look and Feel – What is the basic look and feel of the game? What is the visual style?

# Gameplay

## Objectives – What are the objectives of the game?

## Game Progression

## Play Flow – How does the game flow for the game player

## Mission / Challenge Structure / Puzzle Structure

# Mechanics

## Rules – What are the rules to the game, both implicit and explicit.

## Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact?

## Physics – How does the physical universe work?

## Economy – What is the economy of the game? How does it work?

## Character / Game Piece movement in the game

## Conflict: if present, how is this modeled?

# Story and Narrative

## Back story

## Plot elements

## Story progression

## Cut scenes -- descriptions include the actors, the setting, and the storyboard or script.

## Accompanying game pieces – story booklets, art work

# Game World

## General look and feel of world

## Areas

## General description and physical characteristics

## How to relate to the rest of the world

## What levels use it

# Characters.

## For each character

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# 10. Design guidelines

## Design Guideline 1:

## Design Guideline 2:

## Design Guideline 3:

## Design Guideline 4:

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