**City Connect**

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**High Concept**

Connect the isolated cities using highways according to instructions of oracle to build the strongest kingdom! However don’t mistake instructions, or thunder of punishment will strike.

**Genre**

Puzzle game.

**Main Features**

* Player can view a large map of the kingdom from god’s view thus can see all connections between cities.
* The instructions of oracle will be patterns of peculiar shapes. Random patterns will appear on some cities and a target pattern will be given. If the player picks the right cities whose patterns combine to the target pattern, highways will be built to connect these cities.
* If player chooses the wrong cities, a random existing highway will be destroyed.
* Patterns will disappear within several seconds since it shows up and new patterns will appear.
* After some length of time, the strength of the kingdom will be assessed according to the connections between cities.

**Player Challenge/Motivation**

Player need to decide quickly if some patterns can be combined to form the target pattern because patterns are transient. The most challenging part is that player will lose highways if wrong cities are selected.

**Design Goals**

Fast: since the patterns are transient, player needs to decide if the patterns on city match the target pattern.

Accurate: highways will be destroyed if wrong cities are chosen, which requires the player to make selections accurately.

**Target Customer**

The game is best for players who enjoy solving challenging puzzles.

**Unique Selling Points**

* The game is challenging because it combines modern city construction with mythical pattern puzzle.
* Challenging and need accurate decision.

**Competition**

None.

**Target Hardware**

Smartphone.