



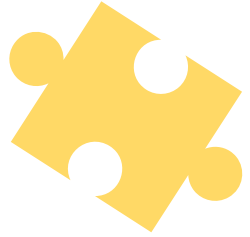
UNROLL

GAME IDEA PRESENTATION

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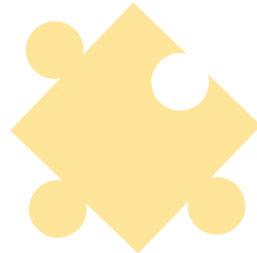
MAIN CHARACTERISTICS



Genre: Puzzle (3D)

Perspective: Third person view

Platform: PC (Windows)

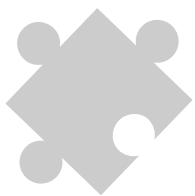




BASE IDEA

- No round objects!
- The main characters are a boy and his playing ball
- The ball dreams to see another round object like itself
- The player will control the boy in a third person perspective





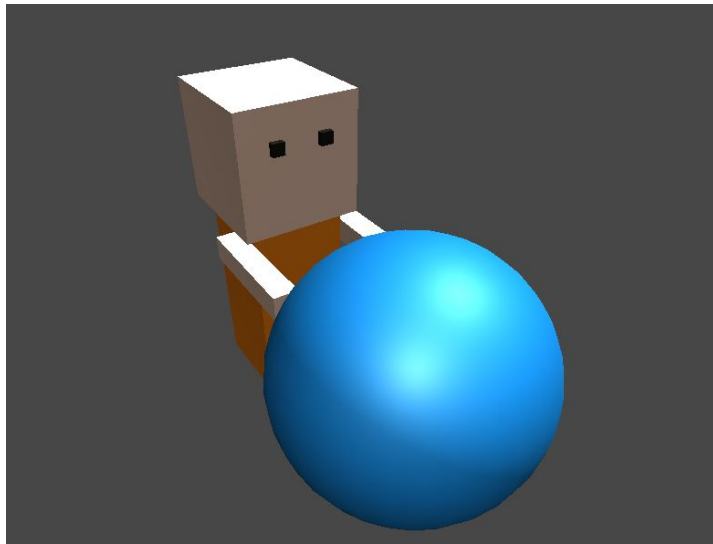
PUZZLES AND MECHANICS



The ball can't move by itself!

Clear the path for the ball:

- activate buttons or levers
- get keys to open certain locks or doors

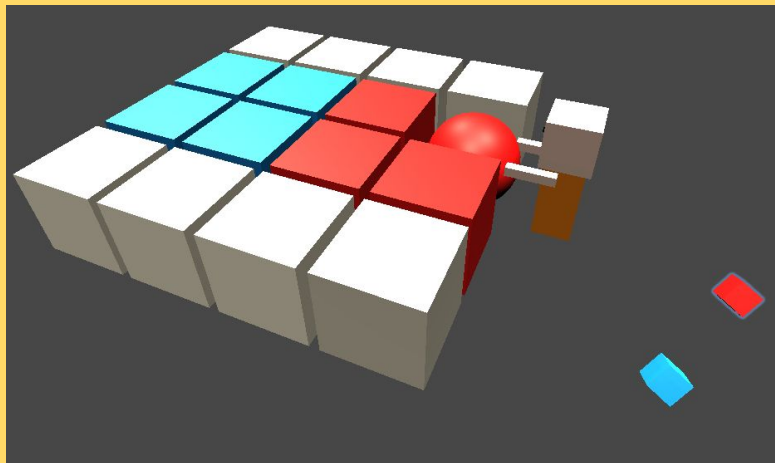




PUZZLES AND MECHANICS

Control the ball with the boy:

- break blocks with the same color as the ball
- change color by collecting power ups
- move the ball around, or push it harder to break resistant blocks



STORY AND PROGRESSION



+ complex puzzles, - story depth

Introduce simple concepts and
develop them further

Story elements spread throughout
the game world





VALUE OF THE CONCEPT

Interesting / original puzzles

Keep the player curious about the story

Different concept from most recent games



MOJO! (PS2)

Vídeo:

https://www.youtube.com/watch?time_continue=432&v=l1J7e4uSNQY

- MOJO! is a puzzle game from 2003.
- The objective of the game is to destroy all the cubes with a ball.
- To do this, the ball needs to have the same color as the cube in order to destroy it (**this is the main feature from this game that we will try to adapt to ours**).





HUMAN: FALL FLAT (PS4)



Video: https://www.youtube.com/watch?v=iNV4ICNEp_0

- The second game is Human Fall Flat which is a platformer game with puzzles.
- From this game we will try to adapt its 3D style and level design while trying to merge it with the feature from MOJO.





THANK YOU FOR YOUR TIME!

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