

The High Concept Document

(Based off of concept document created by Ernest W. Adams)

Serving Your Time — Old Classics

Kim Ruben Klungland, Olaug Nessa og Espen Tobiassen Nordwall

High Concept

A game consisting of several timeless classics incorporated- and playable through one isometric prison-game. A remake bundle of old classics like Pacman, Snake and Space Invaders.

Features

- The connecting prison game will be made in a 3D isometric view.
- (Most of) the arcade remakes will be viewed in 2D tiles.
- You are a prisoner. To kill some time you interact with what you've got in your prison cell. For example, you can interact with a set of worms in you cell to start the Snake mini-game.
- The prison level will only consist of a small cell, but the prisoner can interact with the barred window to start a mini-game that takes place outside.
- The game is what it is. A time killer. We have no intentions of revolutionizing the video game industry with this game, but we will make an entertaining selection of games that serves to everyone's taste (especially considering how you, as the player, can select what mini-game you want to play).
- In addition to the Prison cell we will have *at least* three more mini-games. Hopefully more, if time allows it.

Player Motivation

Players pick mini games and try to either beat every individual mini-game or set a high score. The snake game would be a typical high score kind of game, whereas the Pacman game would be more about the satisfaction of finishing it.

Genre

Arcade classics.

Target Customer

The typical player would be someone looking to relive old classics. Gender is irrelevant, but younger people might not see the nostalgic value in such games.

Competition

Of course, the original classics are the stiffest competition, but we will put together the best of the best in one, small game.

Unique Selling Points

- Value for money (several games in one).
- Something for everyone. Even casual games love classics.
- Pick up and play. No need to spend hours before getting to the good stuff.

Target Hardware

Platform: PC. Adobe Flash will be used to develop and publish the games.

Design Goals

Simple: Players should immediately understand how to play the game(s).

Easy to learn, hard to master: Everyone will be able to feel they can play this game, but only hours of practice will make the player finish all the games at the hardest level.

Flowing: The transitions between games should be neat and fast. As few menus/pause screens as possible.

Characters

As mentioned, the character the player controls will be a convict currently undergoing his sentence. To kill some time while staying in the cell, the convict can start playing games or otherwise interacting with the limited amount of stuff in his cell. He will not be a very deep character, but will possibly get a few monologues in the form of text boxes.

The arcade games will, in some cases, have very little detailed characters (i.e. Pacman, Snake or Frogger). They will not be given a very descriptive roll in the game, but most gamers should be able to recognize them by default.

Mini games

The amount of mini games we will settle for has not yet been decided, but we *have* decided that we need to have at least three different classics.

Current suggestions include:

- Snake
- Tetris
- Pac-Man
- Frogger
- Pong
- Space Invaders
- Zuma
<http://www.youtube.com/watch?v=d366k7yYEmo&feature=fvst>
- Spore-etterlikning
http://www.youtube.com/watch?v=_uKiNQPY3m8&feature=fvst
- Supaplex
<http://www.youtube.com/watch?v=0e8Ys1ZPVcw>
- Arkade-romskipspill
<http://www.youtube.com/watch?v=stmosRJSYlw>