Graph Theory Game

Game Proposal

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# Overview

## **Brief Description:**

A simple but addictive game based on graph theory. In the game the player will be given a set of vertices. The vertices will have numbers. The player must then create a path that that passes through the vertices where the number of edges entering the vertices matches the number on each vertex. Here is an example.

A picture containing watch, clock

Description automatically generated

The player will create a path by dragging their fingers from vertex to vertex. If when they lift their finger the graphs requirements have been met, then the graph will play a celebration animation and the puzzle is solved. Otherwise, the path will disappear.

The player will get a certain amount of tries, 3, 5, depending on the difficulty. Or we could do elapsed time. The amount of tries they have left at the end of the puzzle will be reward to the player.

## Category:

Puzzle, Screen Resolution: 960x640

## Target Audience/ Platform:

Mobile/ Maybe Online

## Art and assets / price:

# Game Play

## Game Play Description:

On the start screen the player will choose the next puzzle’s difficulty. The stars will be awarded by averaging the results of all the puzzles completed.

A picture containing text, sign

Description automatically generated

Once a puzzle difficulty has been selected the puzzle will be generated and the puzzle screen will look like this.

A picture containing text, pool table, table, ball

Description automatically generated