* **Title** – Blob Rebellion
* **Description** – The player switches between different transformation each with its own power to solve puzzles and move through the game
* **Premise** – one experimental blob masters different powers to escape a laboratory.
* **Genre**
  + Puzzle
  + Platform
  + Side-Scroller
* **Platform**
  + Playable on the PC
* **Player Mode** – 1 players
* **Target Market** – Kids & Up
* **Target Rating** – E for Everyone
* **Back-story** – experimental blob is trapped in a lab and wants to escape.
* **Character Descriptions/transformations**
  + 1) Red Form: basic form on special power
  + 2) Blue Form: can swim in water
  + 3) Green Form: bounces
  + 4) White Form: can transform in to a balloon like shape to float in air
  + 5) Black Form: cant jump, can smash threw glass if moving fast enough
  + 6) Yellow Form: can stick to walls and move on them
  + 7) Orange Form: can change size
  + 8) Purple Form: larger and heavy then others.
  + 9)
  + 0)
  + The Cubs: Robots that try to stop the Blob from escaping
  + Others to be added
* **Motivations**
  + The players will want to help the blob escape from being experimented on, as it will be extremely unpleasant for them at the least.
  + Players will feel a sense of accomplishment when they complete a room, this should make them want to keep going
* **Game Rules**
  + These rules apply to all forms unless a ability said differently
    - If one dies, the current level starts over.
    - Blob will float in water
    - Colliding with a hazard results in death
    - Colliding with exit starts next level
    - The blobs are solid. They cannot move through solid objects.
    - Hit space key to activate power
* **Player Forms**
  + Red:
    - Basic form can move and jump
  + Blue:
    - Can breath in water
    - Sinks slowly in water
    - Can jump every 0.5sec in water
  + Green
    - If the space key is held when the player collides with and object player will bounce
    - Green can jump higher then other forms
  + White
    - Hitting space will transform White into a floating balloon
    - When transformed blob will slowly rise
  + Black
    - Cant jump
    - Black sinks in water
    - Hitting space will make the player immobile but invincible
    - Will roll down hill
    - Can break glass and hurt enemy’s when transformed and moving fast enough
  + Yellow
    - When space is held yellow will stick to any non hazardous object and can move along its surfaces
  + Orange
    - Hitting space will change oranges size
    - Orange has 3 sizes small normal and large
    - Changing size when large will make player small
  + Purple
    - Pick up and throw objects
  + Other Characters to be added
* **Objects**
  + Basic static block
    - A static object cant be moved
  + Passable platform
    - Collision will stop players downward movement
    - Collision will not stop upward movement
  + Glass
    - Solid but destructible block
  + Spicks
    - Collision with this hurts the player
  + Moving platforms
    - Will move along a hidden track until it reaches the end
    - When it reaches the end it will reveres direction
  + Sinking platform
    - When the player is on it the platform will move down slowly
    - If the player is of the platform will rise Intel its back to its starting monition
  + Disappearing platforms
    - When the player steps on platform it will disappear in a few seconds
    - After disappearing it will come back a few seconds later
  + Basic box
    - Solid but can be moved picked up and thrown
  + Static spick ball
  + Moving spick ball
    - When the player is under, above, left or right of the block it will swiftly move towards him then slowly return to original position
  + Switch
    - With a pointer to a specific object switch will send a true/false signal when the player collides with it

* **Non Solid objects** 
  + Exit
    - Collision will bring player to next level
  + Level entrance
    - Each level entrance is connected to a specific level
    - Hitting enter Key when in front of exit will take player to that level
  + Water
  + Wind
    - Has a direction and will push player in that direction when colliding with it
* **Test Methods**
  + Before each level is determined to be “complete”, we will test them ourselves to make sure they are playable and to eliminate any exploits or glitches that may be found
  + Once a few levels are completed, we will get willing participants to play through these levels and give feedback.
* **Challenges**
  + Platform jumping
  + Timing/dodging obstacles
  + Using abilities together
  + Figuring out how each object and ability works
* **Strategies**
  + Master the puzzles and learn how to utilize the Forms abilities
  + Find out how you can get the blobs to work with the objects in the laboratory
* **Game View**
  + The game is 2D and viewed from the side
* **User Interface**
  + Active User Interface:
    - The player can press start at the title screen to start the game
    - The F1 key can be pressed to bring up the game manual
    - Arrow keys move player and up key jumps
    - Space will activate ability
    - Collision with exit starts next level
    - Tab key switches witch player you control
  + Passive User Interface
    - There’s no HUD for the user, as there is no health for the player to need to keep track of, one hit from obstacles results in death and the room is restarted.
* **Audio**
  + Death music is played when one of the blobs dies
    - After the music, the room is restarted
  + There are small voice clips for the Blobs when they jump