INITIAL CONCEPTS FOR PIPE HEXTREME

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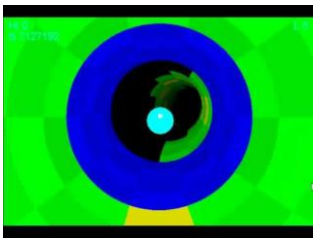


INITIAL CONCEPTS

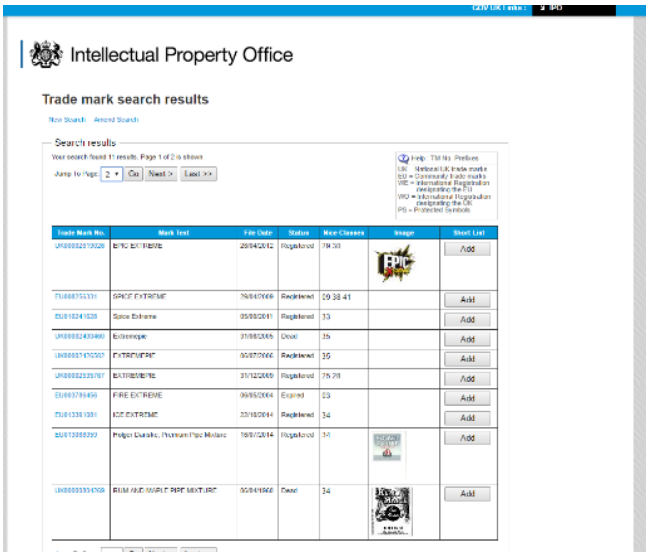
My initial concepts for my game, is based around a game called pipe extreme, it's a game based around getting a ball down a tube littered with obstacles and points to collect. It's a simple yet addictive game to play. I want to create a completely new version with updated graphics and more features. This document shows my initial concepts and my market research I have done.

STIMULUS

The stimulus for creating this game is that it is no longer possible to access the original pipe extreme, I want to make this game as I spent many hours of my secondary school days playing this game trying to beat friend's high scores and for something so simple it was able to cure the boredom of a lot of time spent in school. A lot of people who would've played the original would want to play it again for the nostalgia of it but also a lot of children and teens would enjoy playing the game to pass time, it would be easy to pick up and just play so many people would enjoy the simplicity of it.

Another reason I want to create this game is to improve the graphics and the overall finish of the game, it always felt incomplete, it only had your score, you couldn't set high scores or see other people's high scores, there is a lot that can be added to this simple base of a game and by creating a new one it could be improved a whole lot and become a new game on its own.

INTELLECTUAL PROPERTY



The small java game I want to base my game off of has no intellectual property registered around it, doing a search through the government intellectual and trade mark nothing for pipe extreme or anything surrounding the game. The game is made out of coloured objects and planes which can be reused. Also the original game is no longer available online meaning that it is obviously no longer in development and has been abandoned by the owner.

GENRE

ACTION

The exact genre of this game isn't clear, it is mainly an action game as it relies heavily on the hand eye coordination of the player by avoiding holes in the path and jumping at the right time. The features that it also has to show that it is an action game is that it has a scoring system that you can compete with for high scores, the game also is made out of levels with each level getting progressively harder. With each level comes now obstacles to overcome and through the whole game you have to be careful of how many lives you have.

CASUAL

This game would also come under the casual game genre and its designed to be played it a casual setting not for intense gamers, since it has very simple gameplay and can be played in a short amount of time but can be played over and over again. This opens up a large audience for the game.

MARKET RESEARCH

TARGET AUDIENCE

AGE – The main target audience for this game are people in secondary school so ages 11 – 16, however this could also be targeted at older people who casually game

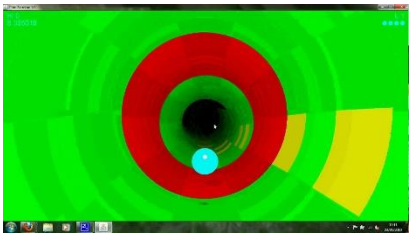
GENDER – This game is gender neutral, so both male and female would play this game since it's a simple and easy to use game that anyone can pick up and play.

GAMER TYPE – The main type of gamer to play this game is casual gamers, who pick up the game in their spare time. Some competitive gamers will also be interested in playing with the leaderboards showing high scores promoting a competitive nature.

PLATFORM USER - There are two main platforms where a game like this would be successful, firstly online whenever there is a break in schools lots of children turn to playing online games. The second platform this game would be successful on is mobile, since people use it to play quick short games in their spare time and they always have it with them.

SIMILAR GAMES

ORIGINAL PIPE EXTREME

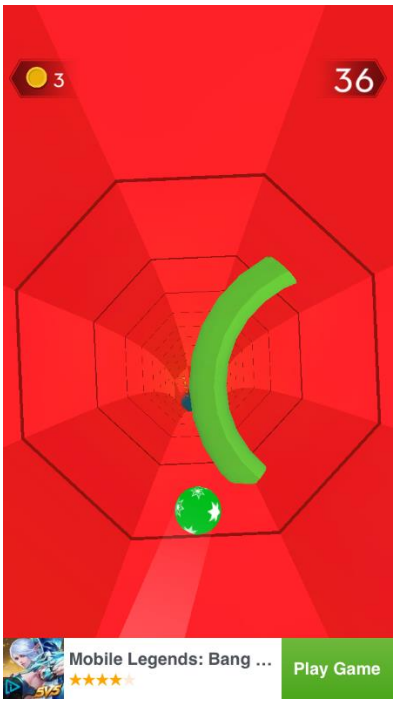


However no longer in the market it was one of the most played when it was around and is the main basis for this remake, it had 5 levels that increased in difficulty, yellow spots were points, red was a slowdown and blue was a bounce. It tracked your score and would display it after you lost all your lives. It was created on the Java platform which isn't that popular of a games platform now. The game was only available for download and to be ran on the computer, no online version available.

MINICLIP.COM – PIPE RIDERS

Pipe riders is a similar concept on the notorius online games website miniclip, you travel down a pipe collecting points and avoiding obsticles it has had lots of players with 10,000 people taking the time to rate the game on miniclip and having an overall score of 4/5 stars, this certainatly proves people like this sort of game, there are also many improvements that could be made to this game, the UI is hard to understand and has very low resolution graphics even for a website game. This is a good example of how this game could be popular espically if it is improved a lot.

IOS – TUNNEL



Tunnel is a game on IOS which is a similar concept to pipe extreme, you tap on the left or right of the screen to move the ball around the pipe to avoid objects, what I like about tunnel is the variety of objects you come up against, such as missiles shooting at you or odd shaped obstacles, however the game is near impossible the ball movement is terrible and the obstacles are so random and don't give you enough time to react, and since they are generated randomly there is no level progression and the high score is just people who get lucky object spawns, what I'm taking from this game is that variety is good but random is not good and annoying, this will be helpful for creating my game.

TARGET PLATFORM

In my vision there are two main platforms I think this game would work really well on, reaching the majority of the target audience and many more people. Online and mobile however for the first version of the game it is best to target one platform so out of those two I will choose to target platform of online.

ONLINE

I have chosen the online platform since it is much easier to release a game online since the game won't be very hardware demanding it should be playable on all CPU's, RAM, and graphic cards made within the last 10 years, also this means the user doesn't have to download anything and use up hard drive space all the user will need is a web browser that supports HTML5. I feel that online will reach a lot of the target audience of people aged 11 – 16 as they don't go to separate software to buy games they play all there games online as they are free and can be easily accessed from a friends computer or in a school environment.