SlotPuzzle Game Brief

What is SlotPuzzle?

SlotPuzzle is a puzzle game inspired by Slot/Fruit Machines.

Inspirations

Inspirations for this game are as follows:

- Super Mario Brothers 2 where there were game interludes where the player had to stop scrolling patterns which if matched resulted in a prize

- Fruit Machines in English pubs

- Bejewelled with the aspect of pattern matching in a grid

- I'm a fan of arcade emulation so I wanted to put some emulation themes into the game. One of the elements I wanted to use is Mamu's MameIcons: http://icons.mameworld.info/. Therefore the game will link to Mamu's MameIcons as a downloadable game resource of icons.

- I've been a fan of Transport tycoon and Defender and one of the inspirations common to both games is the way that scores scroll vertically up the screen

Gameplay

The player is presented with a game world which displays a game level consisting of a grid of slots/fruits in an interesting way for example in a maze path. The aim of the game is to pattern match the slots/fruits to either

- make them disappear

- win rewards

The game ends when the displayed grid has been cleared. As the player attempts the clear the grid a timer counts down to zero. If the player has not cleared the level of the slots/fruits then the player loses the game. If the player has cleared a game level before the game timer has reached zero, then the player achieves a high score for that level.

Levels

The game will have distinct levels which will be associated with themed stage. The game will comprise of many stages.

User Generated Levels

There is a vision for a level editor to all the creation of user generated levels.

Multi-player

As there is a timer element to the game, the game will to have split screen and networked multi-player modes.

Platforms

The game is planned to be an open source multi platform game capable of running on a wide range of platforms such as:

– Linux

– Windows

– Mobile Phones (Andriod, Ios)

– Web Browsers

– Facebook

– Consoles

– Tablets

The games assets are planned to be chargeable, with micro payments for well designed game items, and levels.