

## 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 (public houses)
- 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 Mamelcons: <http://icons.mameworld.info/>. Therefore the game will link to Mamu's Mamelcons 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
- Pinball machines – have some element of pinball in the game
- RocketCommander (<http://exdream.com/Games/Default.aspx?Game=RocketCommander&Category=Open%20Source>) for game design. This is a really excellent site for budding game developers

### ***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.