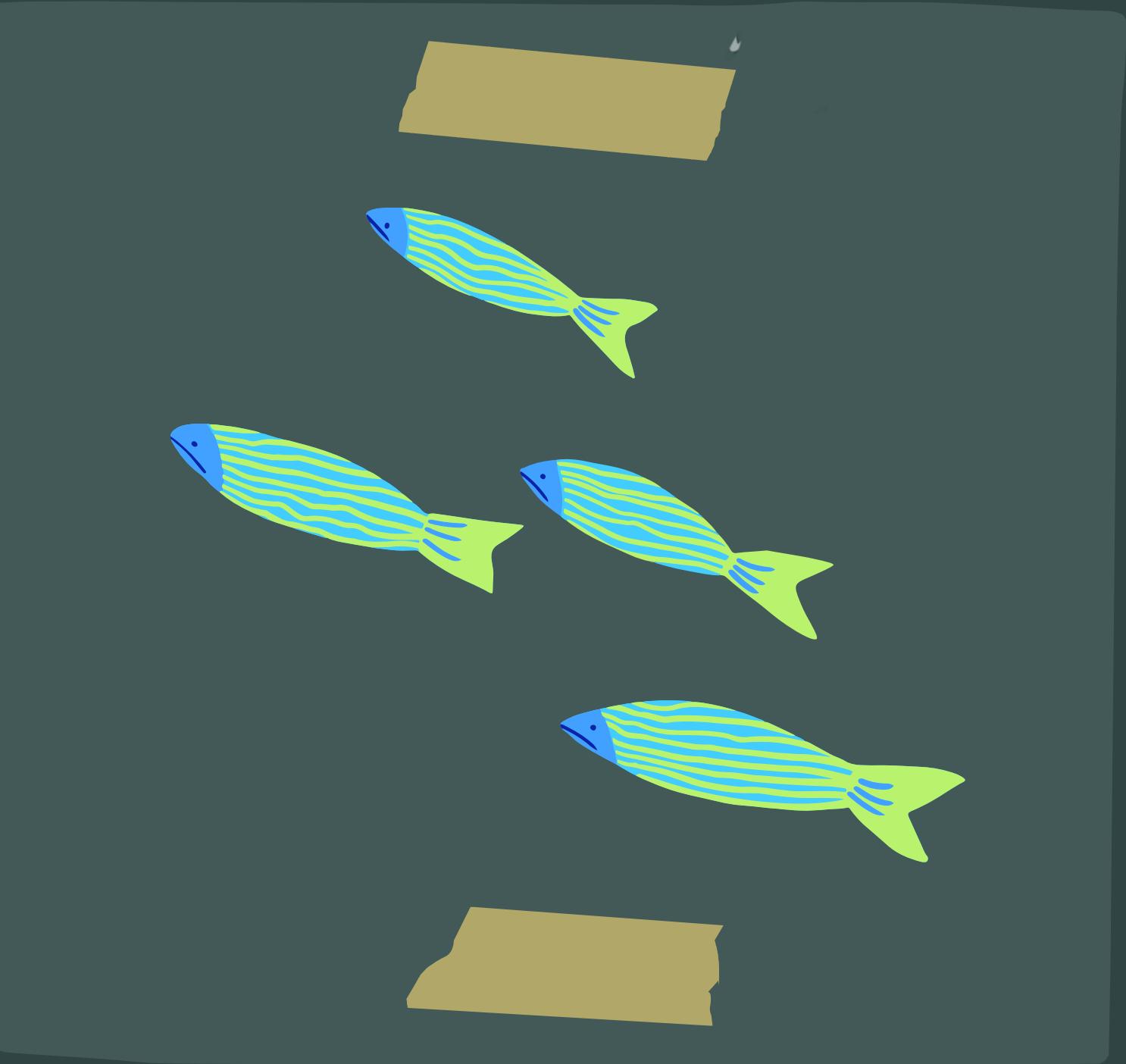
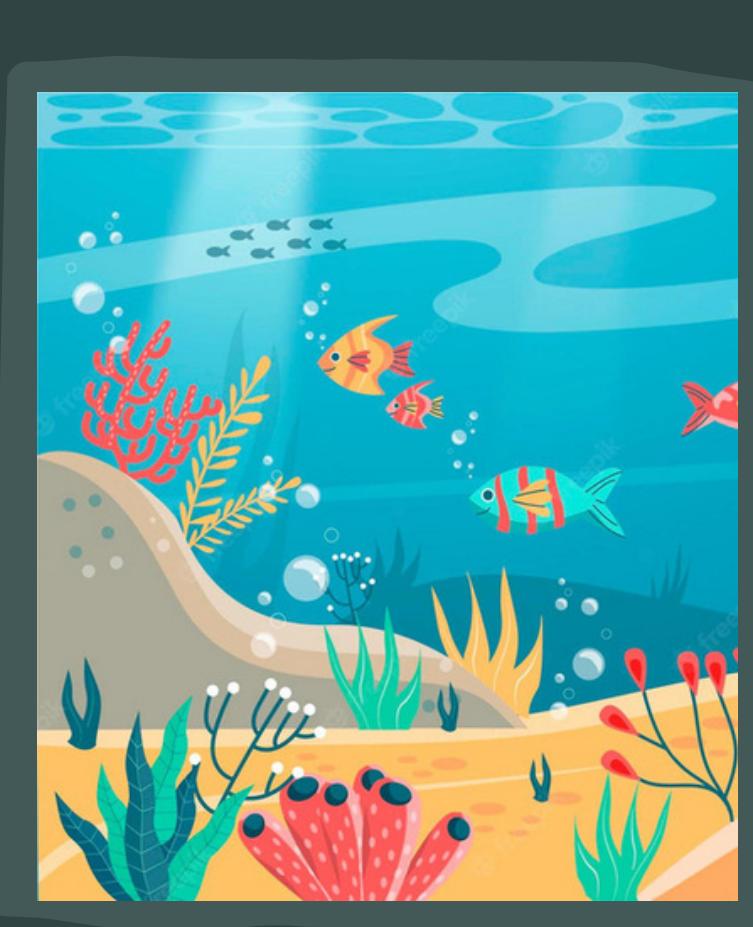
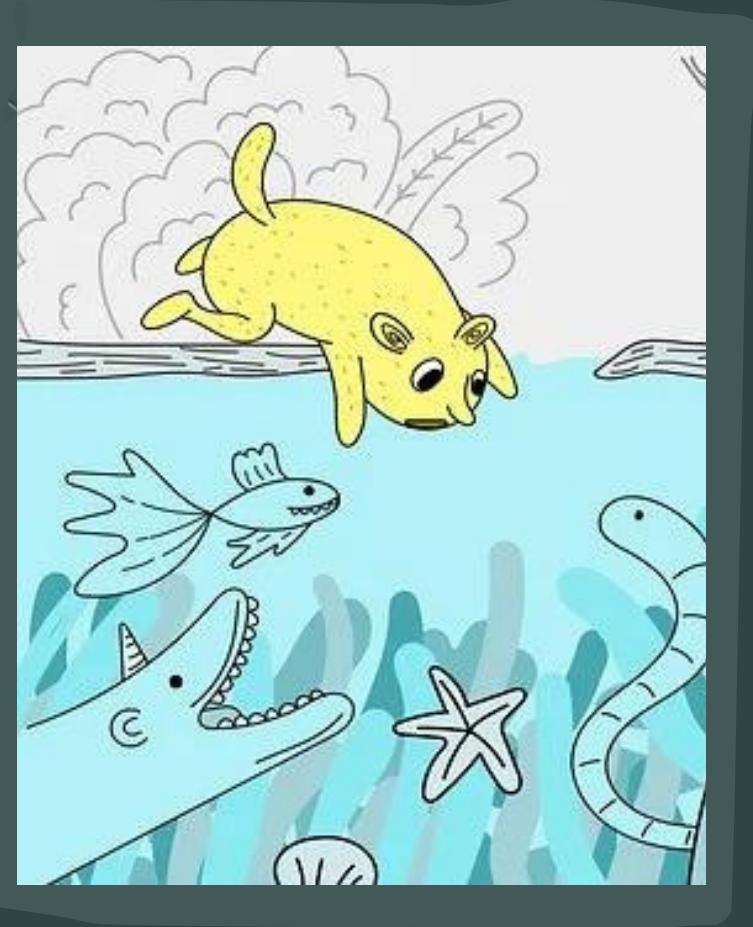


OCEAN ADVENTURE

GAME DESIGN DOCUMENT FOR CASUAL MOBILE GAME

Ocean Adventure is a casual merge game wherein a player gets through different levels to help a family across the ocean. The player tries to merge different characters and get points to complete a level.





ENVIRONMENT

Bright colors, soft
corners

CHARACTERS

Cartoony, cute
style

STYLE

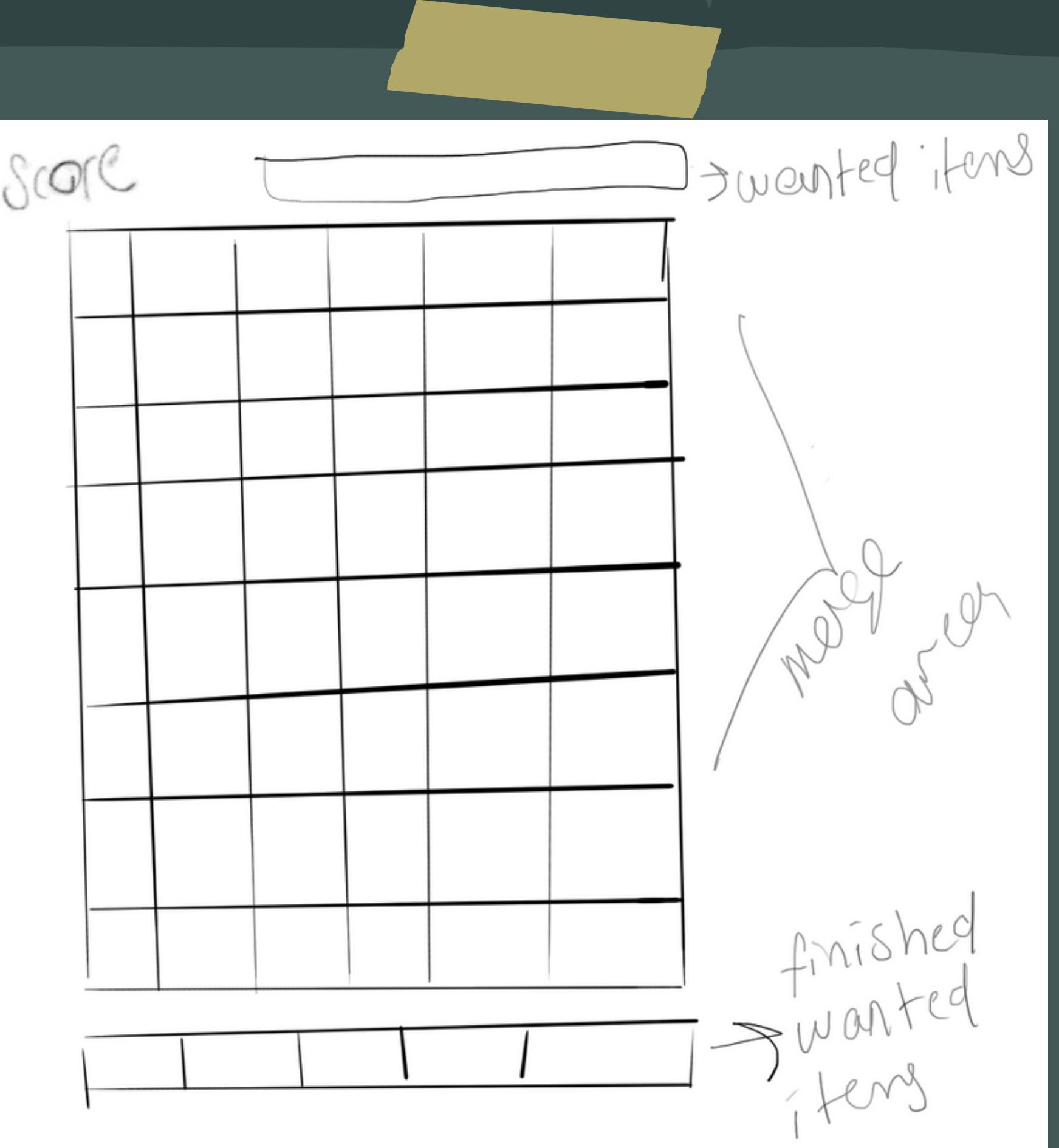
2D

STORY

We have a family that wants to travel the ocean. The player helps them on this journey. There are tasks the player should complete for the family to continue on their journey.

CORE LOOP

- Enter a level.
- Merge
- Win the round and get what is wanted
- Unlock new level

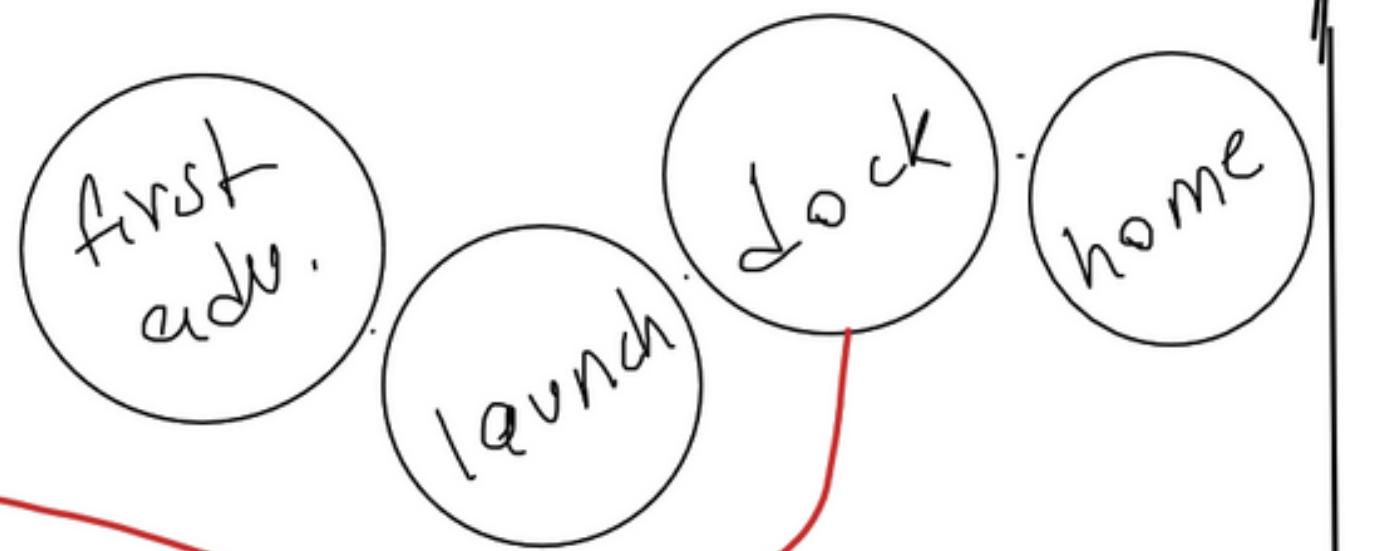


- The player merge its way to the end of the level
- There is a score board at the top. Player needs to reach a certain score to finish the level.
- At the end of the level, the player can get something the family needs, or can get a card or object to use in upcoming levels. For example a bermuda triangle which absorbs some of the items around it so the player would get rid of them.
- EACH LEVEL WILL HAVE A DIFFERENT CONCEPT AND DIFFERENT CHARACTERS TO MERGE.

Sample levels

wanted items

- wood
- nails in a box
- paint
- flag
- sail (cloth)



characters in the table

- nails
- fabric (dif colors)
- brushes
- trees



OPENING SCENE

The family talks about their trip in ocean. they are at home. They decide to go to the dock. They talk with a man there and the man says they need to find these *wanted items* in order to build a ship. Little girl ask the player for help. The player tries to merge characters in order to get items and place them in below.

WHAT WILL BE ON THE TABLE

CHARACTERS
OF THE LEVEL

UNMOVEABLE
OBJECTS

BERMUDA
TRIANGLE
(bonus)

BLASTER
(bonus)

CHARACTERS
THAT'LL SCORE
YOU UP

MULTILEVEL
CHARACTERS

BOSS

DIAMONDS
TO GET
POWER UPS