INFO-6024 Assignment 1

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# Game Title

Meowntain Climber. You are a cat who is climbing to the top of a mountain.

# Game Story

# Game Concept Art

# Game Mechanics

This game will be a 3D puzzle platformer. Players will attempt to climb a mountain by overcoming vertical platforming challenges. Similar to Getting Over It With Bennett Foddy/Jump King, the players have infinite lives and a failure moves the player back to an earlier game state, requiring them to repeat the platforming challenges they have encountered along the way. In order to minimize player frustration, we will be minimizing ‘down time’ by having the player always land on their feet, so they can immediately continue playing the game even if they fall.  
  
Along the way, various puzzles will be encountered which will allow the player to unlock shortcuts to recover their progress should they fail a platforming challenge. This will give the player some leverage to bypass difficult platforming challenges, making the platforming slightly more forgiving than comparable games, however the puzzle element will mean that we can gain some additional control over the pace of the game giving the player a chance to rest along their journey.

# Target Audience

This game is targeted towards a casual platformer fan/streamer market. Given the simple subject matter and somewhat frustrating platforming, it is meant to be accessible to a wide breadth of players, though it will be quite challenging for younger gamers. Similar games have seen success with this market by providing a low barrier of entry but requiring a relatively high level of skill to complete the game.  
  
Given the clear goal of the game and a focus on movement techniques, an extended lifespan could be found in the speedrunning community. Given a relatively open-ended challenge, various techniques could be developed to help players complete the game in shorter times once they have mastered the game’s controls.

# Monetary Strategies

This game is being targeted as a one-time purchase. It will be priced competitively with games of similar scope and gameplay such as: Human Fall Flat, Portal, Getting Over It With Bennett Foddy, Jump King, Grow Home, or Celeste at a suggested retail price of $15. This will allow it to compete with similar platformers/puzzle games which have been successful over the past several years.  
  
Additional revenue could either be generated via additional DLC levels following the release of the game, or by re-using the climbing mechanics developed for this game to offset the development costs of a larger AAA title.

# Basic Technical Strategies