

# Dimensions

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## High Concept

An infinite passageway with infinite walls! Each wall has windows to jump through but each window has a different shape, a different scale. Your flying machine has failed brakes, but you can morph its dimensions. How far can you fly before you crash?

## Genre

Endless platform runner, shape scale puzzles

## Main Features

- It is a single-player game and is set inside an infinite corridor. The player initially finds themselves floating in the center.
- The player has to go through a series of walls with holes/windows in it. Each window has different dimensions along the width and height of the wall.
- A wall may have more than one window, the player has to strategically choose which window to get through.
- The player has to scale the ship along its width and height to approximately match the dimensions of the wall.
- To score maximum points, the shape of the ship has to be as close as possible to the window being jumped through, without hitting the wall.
- The windows can be placed anywhere on each incoming wall, and the player has to reposition the ship accordingly.
- Hitting or crashing against the wall ends the game.
- Some windows may have useful collectibles, some may have potential dangers.

## Player Challenge/Motivation

Player has to be driven by desire to solve puzzles (shape matching puzzle). The game progressively increases in difficulty as time goes on.

## Design Goals

**Simple:** The game is very simple to learn with very limited controls

**Speed:** Players have to recognize and change their shape and size rapidly as each wall approaches them. It keeps the player constantly on the edge of the seat.

**Creative thinking:** Players will have to strategically choose the window and size to get maximum points while making sure they survive.

## Unique Selling Points

**Obstacles:** Most endless runner games have the target of avoiding small obstacles and collecting items along the way, this game has most of the region blocked (wall) to be avoided.

**Scaling:** The game mechanic is designed such that the player has to recognize shape and size patterns, and make changes to not only position but also scale before the next wall hits.