**High Concept Document**

Team Peter

**High Concept**

This project will be a casual scootering game built primarily for mobile platforms. It will take from the infinite runner genre, as the player will be scootering infinitely downhill, performing tricks and collecting coins in an attempt to get the highest score possible.

**Features**

* A third person view from just above and behind the player, using landscape perspective.
* Low poly game art with cel shading, resembling games such as Morphite or Lonely Mountains.
* Foliage lining the scene edges, making it appear as if you are in a city or forest.
* Tilt controls for side to side movement
* Shape drawing to perform skills

**Player Motivation**

Players will be in control of the character and attempting to earn as many points as possible. They achieve this by avoiding obstacles, performing tricks, collecting coins, and surviving. Outside of the main gameplay, they will achieve objectives by reaching game milestones, and can use their coins to make upgrades to their scooter or outfits. They will be primarily motivated by their desire to improve. They will want to achieve a better score, finish the objectives, or maximize their scooter upgrades.

**Genre**

Casual/Action game for mobile.

**Target Customer**

Mobile gamers who are looking to pass time playing a casual game.

**Competition**

Temple Run or SSX Tricky.

While there are similar elements to this game to Temple Run or SSX Tricky, our game will be different from both. We will combine the skill and trick elements of SSX and combine them with the endless runner and survival elements of Temple Run. This will create a skill/trick based infinite runner, which will be nothing like anything currently on the market.

**Unique Selling Points**

* Drawing based skills
* Downhill infinite runner
* Variety of environments
* Amusing ragdoll death physics

**Target Hardware**

* Mobile phones
* PC

**Design Goals**

* Create a unique experience that the player has never seen.
* Develop a drawing-based skill system which will make the game unique and fun to play.
* Create a game which will keep people wanting to play more.