GAME TITLE: DANDELION SPREAD

Team Name: SaE

Name:saku

Target Audience: casual gamers, music lover
Gamer Type: music, educational game
Target Platforms: iPhone, Android
Genre: music game
Number of Players: Single-player, multiplayer

High Concept Statement

The player act as a seed of dandelion, control the direction and fly in the wind. In each level, some target point will appear, hit them will get energy. The distribution of points is synchronized with the beats of music; players can use their own playlist to make a new level. The game world depends on the real world and players act as seeds of wind pollinated plants. The Game starts at a real position of the world; the players can choose any direction to go. When we have enough player data, the game result might show an evolution or species spread way of the real world. The energy means the evolutes points, more energy points means more chances to evolve.

The game is a single-player game but the result and spread path of the other players can be seen in the world.

Player Experience Goals

The goal experience is to create a peaceful; Zen and harmonious time with the nice designed music and fluid input motion.
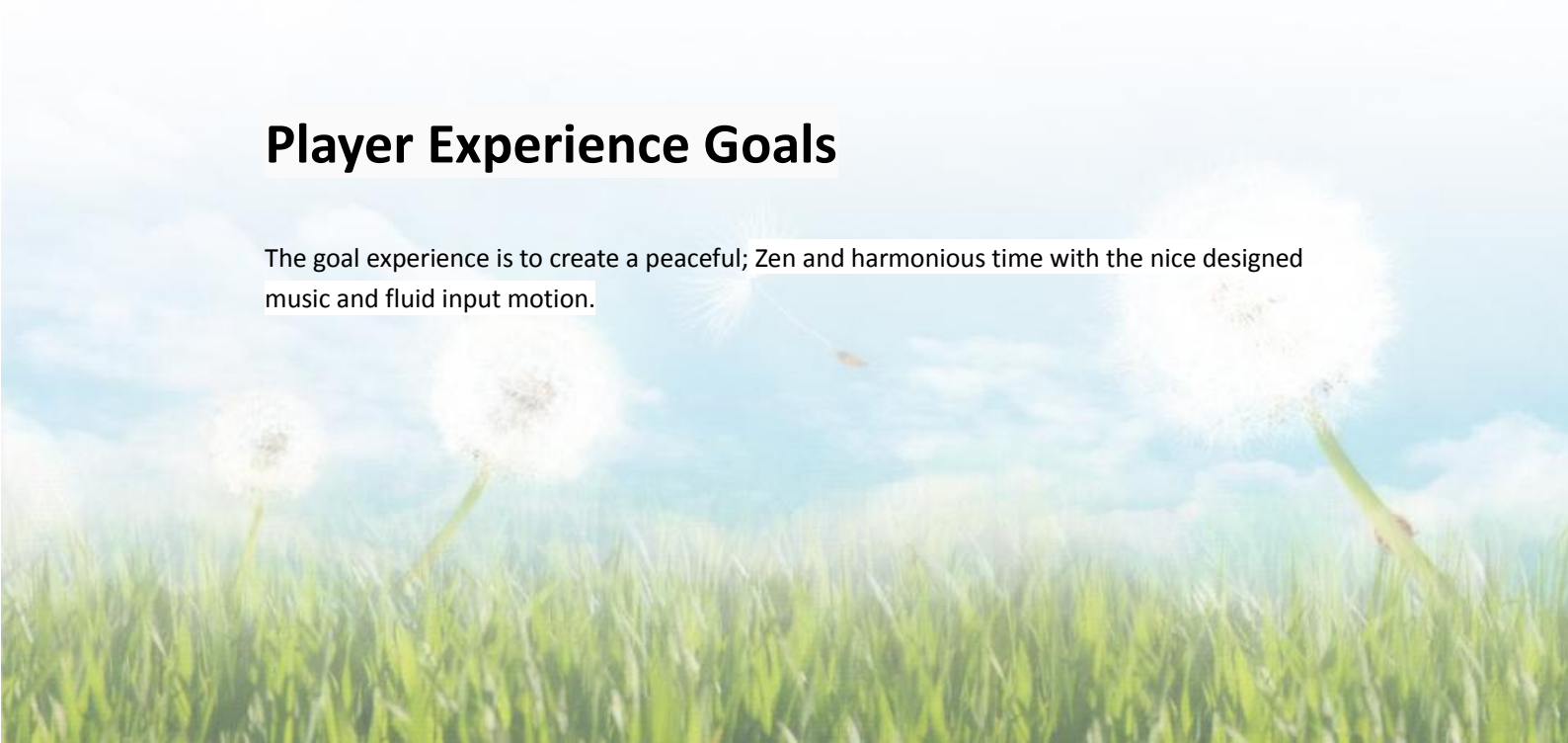
Feature Set

Personalized level:
   Use your own playlist to make a level.
Geographic sync:
   Use the real world geography to make the game terrain, simulate the real path of species spread.
Gyroscope to control:
   Move your mobile phone up and down to control the direction you go.
Spread as the real plants:
   Fly the seeds away and settle down before the snow coming. In winter times, you can barely move.

Team Roles

 Music maker: make the training level music and sound effects.
Designer & developer: build the game system, tool of real terrain, tool of music beat analysis.
Artist: map and UI style.

The Competition

There was several games about gene and evolvement, focus on fantasy animals creating or survival strategy, such as *Evolution: The Game of Intelligent Life* and *Spore*. Evolvement and fight with other creature like *E.V.O.: Search for Eden*. Decide the direction of evolvement to spread and kill such as *Plague Inc*.
Also many Zen games, represented by the games of Thatgamecompany, *flOw* and *flower*.

Competition: spore

   Published by EA, first released at 2008.
   Spore allows the player to develop a species from a microscopic organism to its evolution into a complex animal, to its mastery of the planet and then finally to its ascension into space.
   There are some scientific accuracy in this game. The evolution mechanism has some

difference between the evolutions in nature. Considering the real world evolution theory is uninteresting to most players, these differences make the game more exciting gameplay but less educational element.

Competition: Flower

Developed by Thatgamecompany and published by Sony Computer Entertainment, released in February 2009 on PlayStation 3.

The player controls the wind, blowing a flower petal through the air using the movement of the game controller. Approaching flowers to have effects on the game world and lights the world up after six levels.

Flower is a casual game and kind of art game which forming a narrative arc through visual representation and emotional cues. The game has no enemies, points or time limit, it concerned to the Zen experience. It has less group of player and this type of game never gets a nice sell record.

Innovation/Creativity

In this game, we focus on a relaxed and emotional experience. Different from other life simulation game or games about evolution like Spore, Dandelion Spread avoid the battle element and just focus on spread.

Dandelion spread is not only a peaceful game to make players relax, but also a life strategy. To spread farther the player should consider the wind and season; the ocean current is also mentioned in the game.