**THE SURPRISE**

*SinhBlack*

**Target Audience:** Age 3 – 30

**Gamer Type:** Students

**Target Platforms:** Android, IOS, PC, Web

**Genre:** Platform

**Number of Players:** One

**Projected Release Date:** 30/05/2017

**High Concept Statement**

The player plays as a hungry human-cat tries to avoid danger to get food at the end of each level. The player wants to process levels. The player will play in the sky with clound. The player can jump, double jump and bend down. The player will always get surprise and nerver knows what is gonna happen. For example, the ground suddenly disappear. The unique part is that things will not happen normaly.

**Feature Set**

* Jump, double jump, bend down
* Load current and past levels
* Strange enemy behaviour
* Strange block behaviour
* Check point food at each level

**Team Roles**

Designing: SinhBlack

Programming: SinhBlack

Art, Sound: SinhBlack

**The Competition**

The competitor is the PewDuckPie game only on web platform. This game will have a different theme and on more platforms.

**Innovation/Creativity**

Art: Always opposite of the reality, for example a mouse with two legs.

Design: Always not knowing what is gonna happen.

Programming: AI, map engine.

**Scope Management**

Time: Two weeks.

Talent: Programming, Designing.

Budget: Zero.

Timeline: Three days designing levels, testing and four days programming on each weak. Three hours working per day.