

## **Basket Holder 9000**

Inspired by the push-button water games of our childhood, we wanted to work on a mechanic that treated the game itself like a handheld device where the player messes with the physics of the environment in order to do a simple task such as collect fruit in a basket.

The gameplay is overall simple and entertaining enough for anyone to really enjoy. The gameplay is also a bit nostalgic in reference to old handheld water games, and the mechanic is intriguing and wacky enough to get players attention. We will have two buttons that will represent our gameplay loop:

1. *Gravity*: one button will be dedicated to changing the gravity of the environment. You can control how fast or slow the object is falling.
2. *Spacial Touch*: This button allows you to rotate the playing field. Are you about to miss a fruit falling down? No worries! Just flip the environment and the object will be starting right back at the top!

The idea here is to allow players to have a fun and yet challenging experience. The level will start off with just a few fruits, but as time starts to tick down, the more you lose, the lower your score will be!