JAM SLAM

Game idea

The game is called "JAM SLAM", and in this universe, the Blueberries and the Strawberries want to make it across the game world, avoiding dangers such as salt and insects, to get to the blender, where they will be made into a delicious jam. To do this they need to grab the sugar on their way there. The game has to be played by two players, one being the Blueberry and the other being the Strawberry.

The genre can be defined as a casual collaborative puzzle game, where the two berries have to work together to finish each level.

Selling points:

The game can be played on any PC
It is a family friendly game, playable by all ages
It only has three controls (left, right and jump) which makes it easy to pick up.
It is social, as you have to play it with a friend sitting next to you
Increasing complexity, as the levels get harder as you complete them

Team members and roles:

Erin has lots of previous Unity experience, so she will be the Lead Developer - implementing the rules of the game, the levels and writing texts.
Terrence is good at Blender and 3D design, and will be the Lead Designer for this project. We want to use already made Unity art where possible, and the soundtrack we will find in Unity.
Morten has lots of gaming experience, and will bring his expertise to designing the levels and puzzles of the game.
That said, everyone the team has previous Unity experience, and will have overlapping coding and design roles as the team sees fit.

Core mechanics

The berries can't kill the insects, so they have to be avoided. By jumping on top of each other the berries can climb obstacles. There will be obstacles that only the Blue or the Red player can cross, like a blue and red salt lake, which makes cooperating a must.