

## High Concept Document

- *Golden Pot* -



### 1. High Concept Statement



"Golden Pot" is a challenging and addictive physics-based puzzler game that teases everybody's brain. Strategically pop the objects to swerve the golden coins into the pot. Each object that is destroyed costs one point. The strategy is: destroy as few objects as you can, while collecting all the coins into the pot, but do not let them drop onto the ground.

### 2. Features

"Golden Pot" for iPad is a puzzle single player game, that gives every player the thrill of creating a strategy in order to spend as few points as possible by destroying the objects, but also collecting all the coins into the tube.

- The game has a pleasant view, as bright colours have been used
- It has 4 levels, with increased difficulty (demo version)
- The game starts with 4 points to spend by default
- Points need to be saved for levels that are more complex to solve or require more objects to be destroyed

- Wooden objects have to be popped (by touching the screen) in order to bring the coins into the yellow pot
- The aim of the green arc is to catapult the coin
- The strategy is very important in order to bring the coin into the right trajectory
- The player gains one point per coin collected
- The player loses one point per popped object
- Once all the coins are in the pot, the player wins and gets to the next level
- The points left from the previous levels are used for the next ones
- If any coin gets on the ground, the game is over
- If all the points are spent, the game is over and the player is sent back to the first level

### 3. Overview

- Player Motivation

The player has to develop the right strategy in order to advance to the next level. As points are spent per each object popped, and points are gained per each coin collected, the player has to create the perfect balance, otherwise he will not be able to solve levels that are more complex and sent back to start (level 1) as a consequence.

Players can complete the levels in different ways, although they have to be very careful, a wrong move may mean that the game is impossible to complete.

An additional feature that would enhance players' motivation is Game Centre, Apple's global leaderboard and achievement system. Through this feature players are engaged by receiving rewards for continued play, outstanding resourcefulness and skill, giving them more reasons to play the game again and again.

- Genre

"Golden Pot" can be classified as a puzzle game, falling under the maze-logic subgenre, as it is a brainteaser for every player. The game can be played by only one person at a time, and it is designed, like any other puzzle game, to fill the bits of free time from people's schedule (i.e. commuting, breaks).

- Target market

The target market for this game is very wide. It can be played by adults as well as by children, no matter their motor and cognitive skills, attention spans, or linguistic abilities. It targets any individual that enjoys playing this genre of game.

- Competition

“Golden Pot” can be compared with the below iOS games, however, it has its unique selling points.

- Cut the Rope
- Where’s My Water?
- Rotate & Roll

- Unique Selling Points

What is unique about this game is the combination between strategy and points collecting, as well as the good balance between them. This is what makes it stand out from what has been done before.

In addition, playing this game can result in children learning cognitive skills, which can be transferred to similar task in real life.

- Target Hardware

This game has been mainly developed for iPad, running on iOS 4.3 or later, but it can also be emulated for Android-based devices.

- Controls

To play the game, players use the iPad touchscreen capability as a control mechanism. While playing, the IOS device is held horizontally at all times.

- Design Goals

**Diversity:** The graphic elements are made out of bright colours, that can appeal to any age category (children and adults). On each level the player is welcomed by a new scenery. The four sceneries included in the demo version of “Golden Pop” are: E. Asia, Forest, Mountain and Ocean.

**Visibility:** The camera model is perspective, players being able to view all the graphical elements, specific to level they are playing, in the same frame.

**Simplicity:** Very simple control system, players need to touch the elements they wish to destroy, making this an easy game to learn and play.

#### 4. Further Information

“Golden Pot” is a linear, objective driven type of game. The player is lead trough a fixed route, in which progress becomes harder and harder. However, the game allows the player to have some degree of freedom in the way he progresses to the next stage.

## 5. Map

