Hello, we are here today to present to you a game design that we have been developing over the course of a couple months. Our targeted platform is to create a game for mobile technology. We have carefully chosen this industry as we feel the development costs involved in creating such a game are substantially lower than that of a console or PC game. We understand that we are beginners to the industry so have kept our goal realistic when thinking about game development. We would like to start off with something small to gain experience, then move onto something bigger in the future.

Our game, titled Anturions, is what we feel to be a unique puzzle game to mobile applications. I will start out by giving you a rough overview of the game itself. The premise for the game is Humans have landed on Mars and while exploring they have come across a race of Ant-like creatures, known to be the Anturions. Humans develop a means to communicate with the Queen Anturion and come to an agreement that the Queen would aid the Humans in their task to find water sources on the planet.

The game itself will be a 2D side scrolling puzzle game. Your task will be to guide several Anturions from one side of the level to an exit point. Other tasks may be present such as to locate a water source and direct the flow of water to a point on the level where Humans are able to connect it to their central HUB. Navigating the Anturions around the level and various obstacles is where the puzzle aspects will come into play.

Much like ants, the Anturions sent out to find water will be docile creatures controlled by a Queen. They will not take it upon themselves to make any actions other than to walk forward until they bump into an obstacle, at which point they will simply turn around and walk back. They will also walk into dangers and off cliffs unless commanded otherwise. Your job as the player will be to command the Anturions, one at a time, to perform various actions in order to aid them through the level. If you have ever played the game Lemmings then you will be quite familiar with how our game will work.

At the start of each level a certain number of Anturions will enter through a starting point. Throughout the levels you will be given a certain amount of actions or upgrades to use. You are to carefully decide when and where you feel would be the best time to use them. You will need to make them dig through walls, climb over obstacles, create bridges, and various other tasks.

{show storyboard of action here}

{examples of actions}

This is just one simple example of how you are to progress through the levels. They will get more difficult as the game progresses.

{art influences}