# 

Independent Project

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# Premise

This tool is designed to teach its users the basics of game design and engineering while allowing them to have fun and be creative.

# DESCRIPTION

This tool allows users to build and design their own 2D, top down levels using a set of objects and their own creative genius. Some of these objects include doors, switches, walls, moveable platforms, and other similar contraptions. These objects also come in a variety of styles for the user to choose from. The user will build their level however they live using these objects. Once they have started, they will connect and program their objects to give them function. This will be simplified to be more accessible to younger users, but will still allow the creation of complicated systems for more experienced users. The users can then play text their creation. If they like it they can save their level and share it with their friends!

Game Modes

Build: In Build Mode, the user places objects into the game world like the walls, floors, and switches.

Connect: In Connect Mode, the user connects powered objects to power sources, and change the properties of objects like their default state.

Play: In Play Mode, the user can play through their level to test it out or just for fun.

Objects

Wall

Switch

Door

Connecting Objects

Wire

Clock

Battery

Power Comparer

# FEATURES

Objects for users to build and design their own levels.

Customizable objects to allow the user to decorate and design in their own way.

Saving and Loading levels to allow users to keeps their favorite levels and to allow them to share and show off levels with their friends.

# PLATFORM



Microsoft Windows. It is a small group of people working on this and that is where most of our target audience are.

# ESRB RATING



Its ESRB rating is an “E” rating. Since our focus is on education and entertainment, the game will be playable by users of all ages.

# TARGET MARKET

This game will be enjoyed by users of all ages.

# MARKETING POSITION

Users can express their creative selves while unconsciously learning about the basics of game design and engineering. This will hopefully get more young people interested in design and development fields. Users will also unconsciously promote this game through sharing their levels with their friends, allowing other to become informed and interested about the game.

# COMPETATIVE ANALYSIS

Minecraft

Similar to the red stone system in Minecraft, this game allows players to make complex systems using simplified tools allowing even younger users to learn about engineering and express their creativity

Little Big Planet

Similar to the level building system in Little Big Planet however this game is top down and focuses more on the educational potential of level building

# RISK ANALYSIS

Specific objects that the user can place and the interactions between objects may need to be altered depending on feedback to promote an educational experience. This will cause delays in adding new objects and features, however will not delay the final release of the game.