

Silent as a Mouse

Overview

This game features multiple levels with differing concepts for each level. It will be somewhat similar to WarioWare and Alex's individual game in that regard. The main difference between this game and Alex's individual game is that this game will only feature the mouse, and the only button will be the left click on the mouse. This will limit our thinking and make us come up with more creative ideas so that the game can still be diverse and fun even without the use of the buttons on the keyboard. This means every game needs to either not have a moving character or one that makes sense to move with only the mouse.

There will be a main menu screen that displays the instructions for the player on it.

The first game, which is based on instantiating shapes will be take place in a city and the blocks you are provided with will serve as the building materials the player gets to create a building The entire level and every level will take place on one screen, so there will be no camera movement.

The second game, which is about collecting one type of falling objects can really take place anywhere depending on what the catcher is.

Lastly, the third planned game which is about deletion will be a maze where the only way out is to delete the correct blocks.

Gameplay

The first game will be played with the goal of building a stable structure as a building. The player will get a list of objects that must be placed to make a building and that building cannot fall until every piece is down and it lasts at least a few seconds down. To place an object the player moves the mouse to where they want it placed and then left clicks on that place.

The second game will be played with the goal of collecting a certain number of one object in a basket while dodging other items. In the example below they must get food like cookies and pizza but dodge trash. The player moves the basket by moving the mouse to where they want the basket to be.

The third and final game will be played by trying to get a ball into a goal at the end of the level. The player is unable to move the ball and can only affect the balls surroundings. The player will be able to click on a certain number platforms to delete them, but once that number runs out the player cannot delete any more so they need to be careful not to make any mistakes since every platform is able to be deleted. In order to delete the platform the player just clicks on it.

Game Elements

