

Puzzle Game (not the title)

Valdes, Horacio

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Game Overview

Game Concept

Puzzle game where the player gets harder puzzles when on a “win streak”.

Genre

Puzzle

Target Audience

Puzzle enthusiasts.

Game Flow Summary

The puzzles would get increasingly harder while the player is on a win streak, but easier if the player seems to be struggling.

Look and Feel

Colorful, simple UI. 3D environment with simple puzzles, each with varying difficulties (easy, medium, and hard).

Gameplay and Mechanics

Game progression

Game will consist of different difficulty puzzles and have a script that will determine the player’s playstyle and current win streak in order to determine what puzzle the player gets next.

Mission/Challenge Structure

Variety of 3D puzzles with three different difficulties. Easy, Medium, and hard.

Puzzle Structure

Puzzles will be played by sliding different “blocks” in order to be solved. Each difficulty category will have its own color and style, so the player knows if they are getting better or worse.

Objectives

Solve each puzzle to progress through the different levels while, having a score and rank at the top of the players screen to show progression. If the player gets better, the puzzles will get more challenging, and if the player seems to struggle, the game will know to make the puzzles less challenging. The score of the player will keep increasing but each time the difficulty is lowered, the player’s rank will be affected.

Party Flow

Gameplay will mostly be player dependent since the flow will depend on how good the player gets.

Mechanics

Physics

Game will be mostly played on a 3D plane

Movement in the game

Movement in the game will mostly consist on the x, and z axis. The player will be able to move each block to be able solve each puzzle.

Objects

Different color blocks that symbolize each difficulty. Options menu that lets the player pause the game, change the volume of the game.

Actions

Main action will be sliding objects by moving each block.

Game Options

Sound volume – lets the player choose their desired volume.

Play and pause button.

Levels

Three difficulties

Easy puzzles will be puzzles that will be simple enough for the player to complete in a short span of time. Main focus is to keep player engagement if the puzzles get to hard.

Medium Puzzles will get more difficult. Should be the “normal” difficulty for the player.

Hard puzzles will be implemented if the player can easily pass the medium puzzle and be used to sort of “reset” the player or make it more difficult for them.

Training Level

There will be a “test” level to show the player how the game works. It will consist of an easy puzzle and a hard puzzle, to show the player how the game’s system works.

Interface

Hud includes:

Player’s score and rank. Score consist of how long it took the player to complete the level. It will also have an options button.

1.1. Control System

Move each individual block with a mouse.

Pause the game by pressing escape or the options menu in the UI.

Audio, music, sound effects

Background music, sound effects when moving the blocks.

Technical

Target Hardware

Mac, and Windows

Development hardware and software, including Game Engine

MacBook Pro 16 inch

Unity version 2019.4.13f1

Network requirements

No internet connection required

Game Art – Key assets, how they are being developed. Intended style.

Concept Art (not my work)

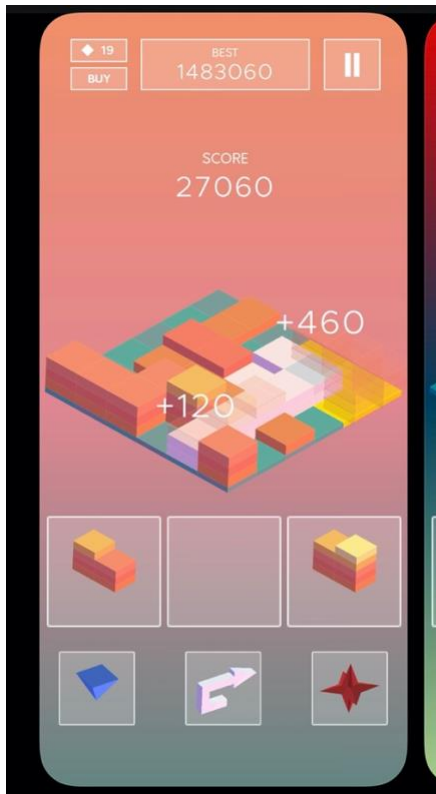


Figure 1 Zentris



Figure 2 Color Roll 3D

