Rolling with the Elements
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High Concept

Change the physical properties of the sphere to match the classical elements to overcome obstacles as you traverse each level.

Features

- *2-D view single player game* 3D game objects, where the player can move and summon "elements" to reach the exit of each level.

- *Creative Thinking* Combining Four elements (earth, wind, water and fire) to interact with obstacles and reach the exit of each level.

- *Fast paced game play* Each level has a timer and has to restart if timer runs out or if character dies.

- *Rewards* The player will achieve a rank on each level depending on the completion time.

- *Constraints* Player dies if there is an impact with the ground from great height or interacts with deadly elements in the level (eg., lava).

- *Physics* Central character is a sphere governed by physics. Movement of the character is through application of forces in x and y direction. Complete levels using forces formed by interacting with environment, such as drag when falling or vertical acceleration to reach higher platforms.

- *Level Editor* Game will contain a level editor so the player can create levels and challenge others

- *Visual and Sound Appeal* Game will feature a light "cartoon" art style with cool but simple sound effects.

Player Motivation

Player tries to get the character to the end of each level before time runs out. Character has to use the elements to solve puzzles, otherwise he may fail to reach the destination. Player has to control sphere to avoid the chaotic movement due to momentum

Genre

Platformer with Puzzle elements.

Target Customer

Broad customer base. Definite appeal to hardcore gamers who like hard puzzles, platformer elements and a level editor. At the same time, our fast paced levels with progressive game play makes it easy for casual gamers to pick up fast.

Competition

None. Game is unique in its own way.

Unique Selling Points

- *Short levels* Gives the player satisfaction when puzzles are solved. Can pickup game and play for a small amount of time.
- *Rewards* ranking will make the player play again to finish in less time.
- *Level editor* Create and share levels and expand the lifetime of the game.
- *Immersive experience* Light humor, art style, subtle story and audio.

Target Hardware

- First priority: PC. But it can be easily be ported to other platforms: Mobile, XBOX and PS3.

Design Goals

- *Fast*: Levels with a couple of minutes to make the player think intuitively.
- *Straightforward*: Movement in 2D plane. Control the game elements. The results of the interactions with the environment should be somewhat intuitive.
- *Creative*: Ability to combine elements and the incremental complexity of the levels will make the player spend a lot of time mastering. Additionally, the level editor should let the users extend the game.