

<p>RED & BLUE</p> <p>R&B</p> <p>Swapnil A Mengade</p>	<p>Target Audience: All age groups</p> <p>Gamer Type: Single, Arcade</p> <p>Target Platforms: Mobile</p> <p>Genre: Arcade</p> <p>Number of Players: 1</p> <p>Projected Release Date: 16/07/2017</p>
--	---

High Concept Statement

This is an arcade game which is made on the theme of red and blue coloured shapes. The intention of this game is to play for the maximum time possible along with scoring points to compete.

This game has many sub games. Each shape is a new unique game with a different game design, gameplay, game role and goal. Shapes appear randomly and the player needs to tackle these shapes according to the game rule to score points and keep playing.

This game is intended for fun and for passing the time. Everyone can play this game anywhere and anytime. All you need is a mobile installed with this game and you can play to keep your fingers and mind busy. Online leader board will be maintained to showcase the highest scores and highest time plays to ensure global competition. You can also compete with you friends.

Feature Set

- Single Player
- **Mobile**
 - Android
 - iOS
- Contains **5 sub types** and many more will be added later
- Score the highest **points** or play for the longest **time**
- Online **leaderboard** will be maintained
- Players can **compete** with friends too

Team Roles

- ❖ 1 manager to manage the team
- ❖ 1 programmer familiar with C# and Unity 3D to write the scripts
- ❖ 1 game designer to design the gameplay, rules and levels
- ❖ 1 artist familiar with Adobe PhotoShop and 3D Maya to design the shapes and animations
- ❖ 1 composer to provide music and sound effects

Design Influences

This is a mini game inspired from other mini arcade mobile games that involve simple gameplay and logic that keep your fingers busy.

The games are inspired from a gaming company called Ketchapp which makes small, simple yet captivating games like 2 cars, amazing brick, zig zag, etc.

The aim is to keep the game simple yet intriguing and captivity so that players can play it whenever and wherever they want to and don't get bored by it.

Scope Management

There should be regular updates on shapes that is sub game which include new game play and design. Online servers need to be maintained to keep a track of the leader board. Employees should be talented and be able to come up with new unique ideas. They should make the games robust and captivating for the players. They should keep introducing updates regularly.

Timeline:

- ✓ 1st week: Game design and code structure along with the required art
- ✓ 2nd week: Beta version containing 2 playable shapes
- ✓ 3rd week: Alpha version containing 5 playable shapes along with bug fixes for the initial 2 shapes
- ✓ 4th week: Ship a playable version on Kongregate
- ✓ 5th week: Beta build and beta testing
- ✓ 6th week: Alpha build and shipping

Features:

- Simple 2D model, user interface, unique sub games, captivating
- Online leaderboard, more shapes, server management
- Multiplayer, scaling up the game to a global level