

Proposal Outline

Concept

Our game, Blockade, is a one on one turn based strategy game where each player takes turns placing down two tokens into any of the columns of the game grid. The objective is to get a line of your colored tokens to connect all the way across from one side of the board to the other. Tokens are considered touching if their sides connect.

Target Market

The target market, or demographic, for our game is aimed at people that enjoy board games, specifically a younger market because of the limitation of being a PC/Mac only game. Our target market is people that play other turn based strategy games, such as Connect Four, Go, and Backgammon. Our game replicates many similar mechanics evident in these familiar board games. The specific ages we are looking at are from 12-25 both female and male. We are targeting this younger market because they have more access and understanding of computers than the average 60+ person and our initial pricing model is low enough to allow most teenaged/early adults to be able to afford the game.

Content

The game is a competitive puzzle game where the players build bridges from one side to another.

Monetization

The game will have a pay once, own forever monetization method. We want it to be affordable to the younger demographic we are targeting so somewhere between \$5 and \$15 dollars for a 2D casual game is in line with other games in the genre. The methods of distribution would be via our own website as well as Steam, Green Man Gaming, GOG, and other reputable online game download sites. We are also considering Apple's App store as well as Google's play store because the game has many mechanics that favor touch based interaction that tablets excel in providing players.

World

The game takes place within a (RECTANGULAR OR HEXAGONAL) grid. The game starts out with an empty grid that gradually becomes filled up over time with the players' tokens, reducing the negative space as time goes on.

Story

The game does not have a story, per se, but the one that the players make for themselves, like in Chess or Checkers.

Beginning

At the very beginning of the game, the game grid is void of tokens, awaiting the first player to make their move.

Ending

The game is won when one of the players has a complete path, also known as a "bridge", of connected tokens from one side of the grid to another. When this occurs, that player subsequently wins the game.

Goal

The goal of the player is to win the game through the win conditions above.

Challenge

There are two challenges that you need to keep in mind while playing the game. The first challenge is to decide on where you should place a token in order to form a bridge in order to win. The second challenge is to hinder the other player from doing the same thing by destroying their tokens. Each player is always in a constant struggle between these two challenges, and whether or not they should focus on forming their own bridge or hindering the other player's bridge.

Mechanics

Core mechanic: The core mechanic of the game is to form a bridge that connects from one end to another, using tokens. You can place any token

in any column on the board, where they continuously stack on top of each other until one of two things happen. Players place two tokens per turn.

Crushing: The first thing that can happen is if a player places a greater amount of tokens in a row on top of the other player's tokens, the lesser amount of tokens in a row are destroyed. This allows for the remainder of the tokens in the column to fall down, filling the empty space below them, and creating new space above them. For example, if one player has two blue tokens on top of one another, the other player must place three red tokens on top of those two blue tokens to crush them, and finally the red tokens would fall down, filling their spot.

Column Collapse: Another thing that can happen would be when a token fills the spot of the last row of a column. When this happens, the entire column collapses and is completely cleared. This is done to prevent the board from filling up and making it impossible for either player to win.

Reward

The player is treated to a loud and victorious musical jingle for winning, creating player feedback. Another form of player feedback would be when one player destroys another player's token(s). A shattering noise would play along with an animation, and the tokens above the destroyed token(s) would fall down.

Failure

The only failure condition in the game is if the other player wins. With their bridge completed, the other player loses. There is no failure condition before this happens.

Game Engine

We plan on using Adobe Flash CS3 as our main engine as we feel it is the most effective and efficient tool to create the game.