

Danger Dash:

Type: Casual/Rhythm style game

Platform – Mobile

**Description :** Pat Templeton is off on another adventure In the Temple where he faces his latest challenge, Dodging the rooms floors that are moving up and down and left and right.

**Game concept:** The player character can either move to one other 4 tiles on screen by clicking on them or clicking left and right. The room itself will indicate which part is going to move via color flashing. The room can take up no more then 2 tiles at a time while moving. The player character must time his or her movements in accordance to the temple flashes as it gets faster and faster. Every early set of moves (25 perfect) Will allow for an extra life. If player is out of lives its Game over. Colors indicate which direction the room will move . Movers (left,right) Can only take 1 spot or at max 3 spots at a time.Movers (up ,down) can only take 1-2 spots at most, Either Next to each other or spaced one apart. Pat can only move left and right and only “hop” 1 room distance at a time. (all examples are below)

Red = up

Green = Down

Blue= Right

Yellow= Left

Player can only move to an open space however if they miss time there move they will be pushed/knocked off .

UPDATE: Get rid of lives idea, have it just show past a certain mark! (Banner appears on screen to show distances) “25 Dodges!” “50 Dodges!” “1000 Dodges!” Example Bellow! Have a progress bar that fills as player goes (once it fills to 1000 dodges have it restart with a new color bellow it, let it count increments of 25) Have dodges/numbers scroll up like in temple tap.

**Game over 2 screens:**

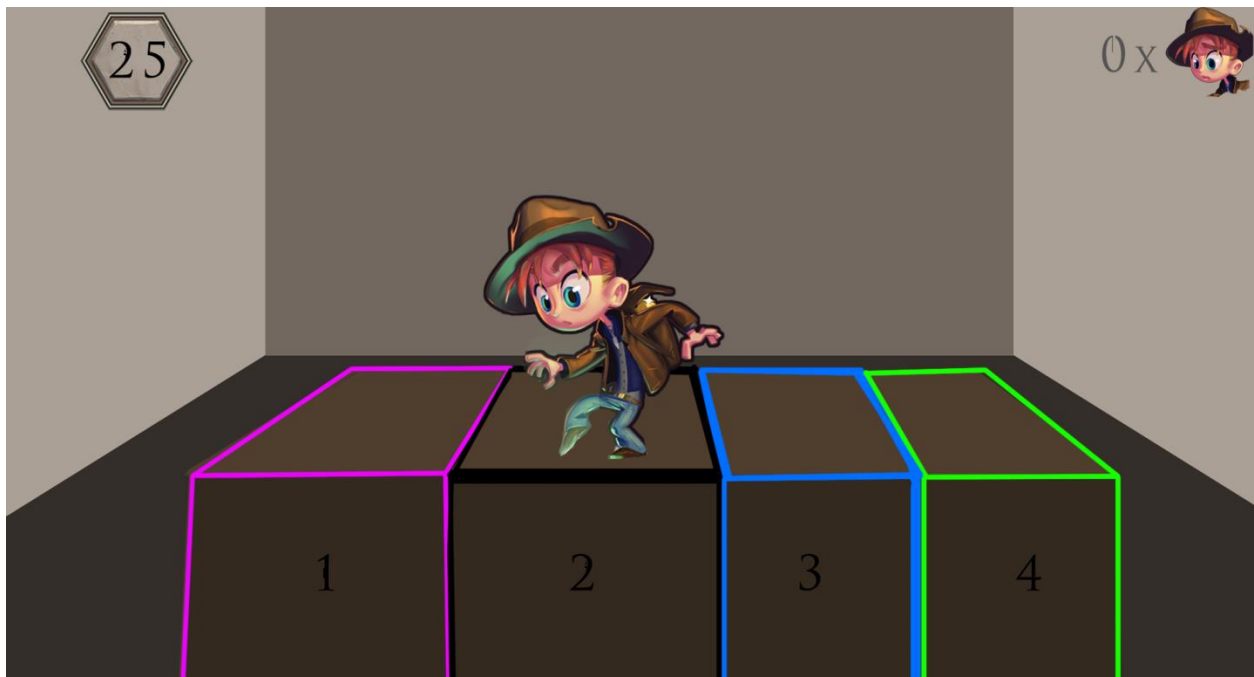
If in screen 1 player was pushed or fell down (Blue/yellow/green) Show game over screen of him holding onto a ledge.

If pushed up (red) Show image of him holding onto a stalactite on top of ceiling for game over.

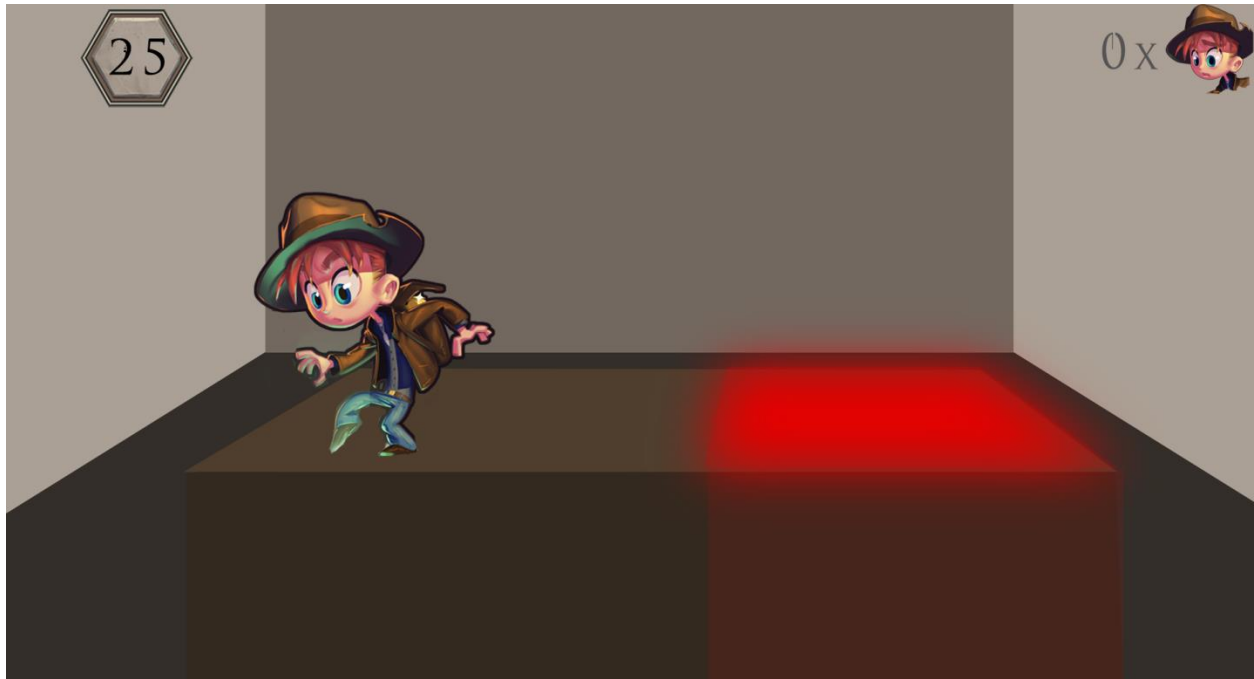
In Game Necessities : LeaderBoard, Advertisements.

Gameplay Examples:

**Room/GameBoard Layout**



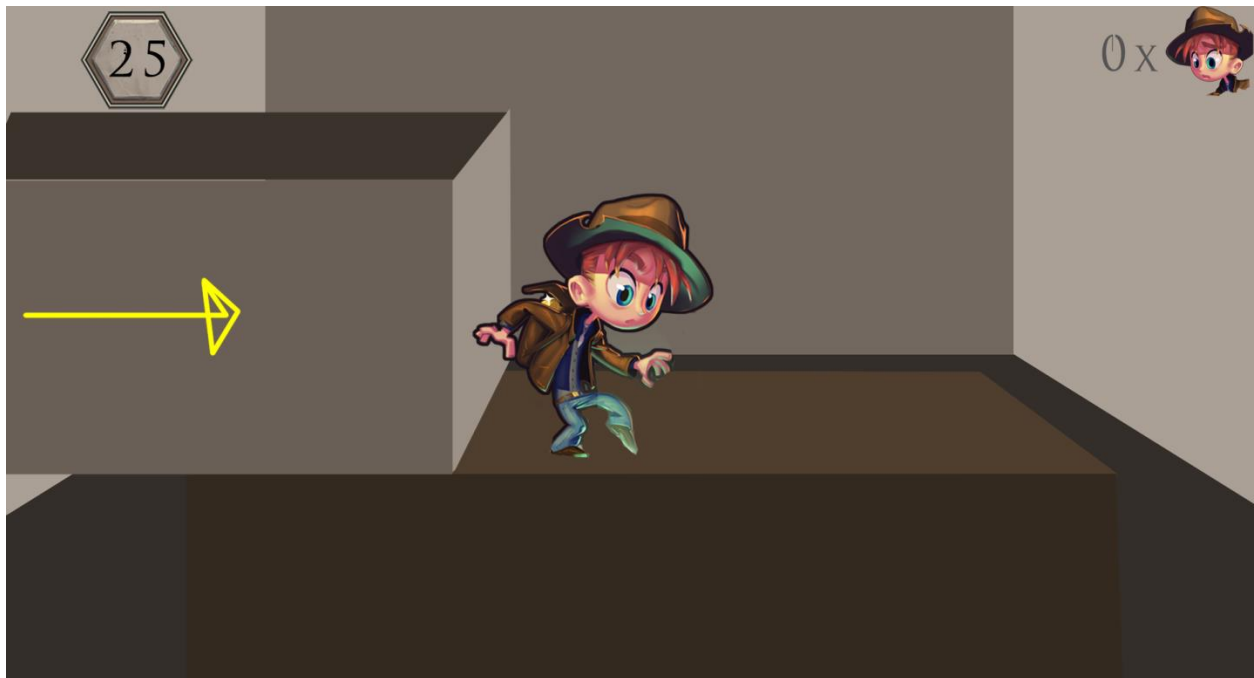
Room Indication /movement examples



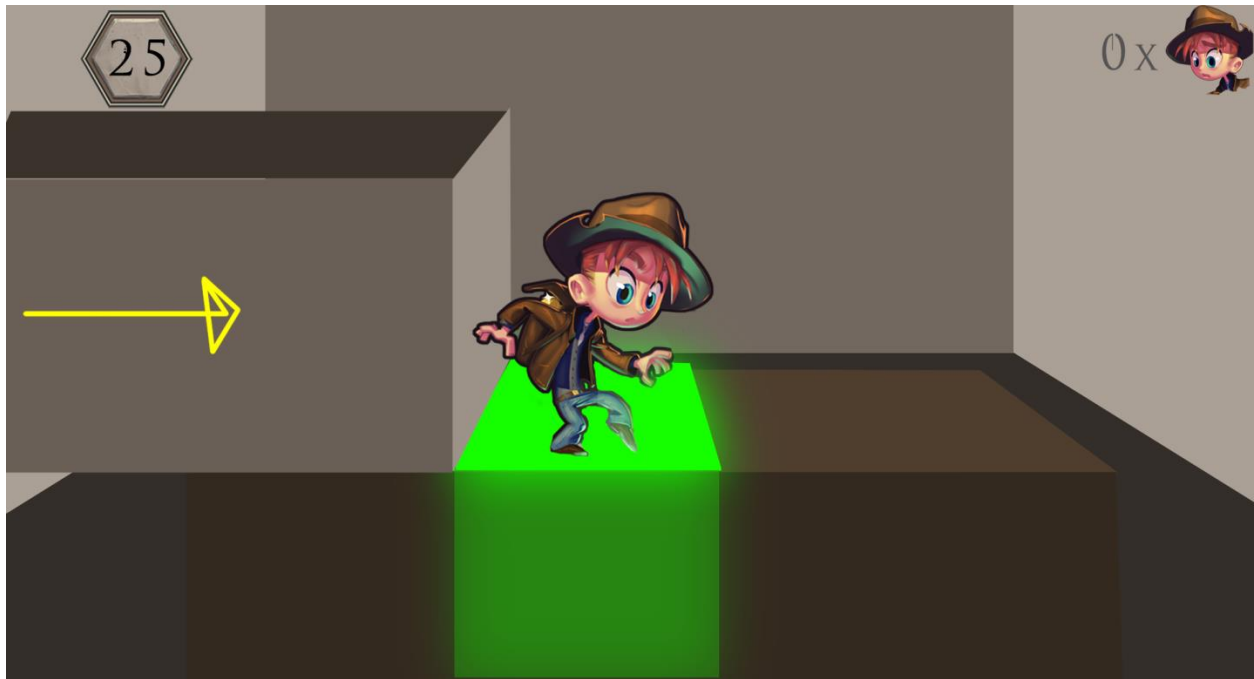
Red = Floor about to move up, pat is 2 tiles to the left away from it



Floor moves up, however the floor pat is standing on flashes yellow meaning a wall from the left is about to move. Pat moves over one space .



Pat is now free in the space as wall pushes out.



However the floor starts to flash green (meaning moving down) and pat moves over to one of the 2 free spaces again.



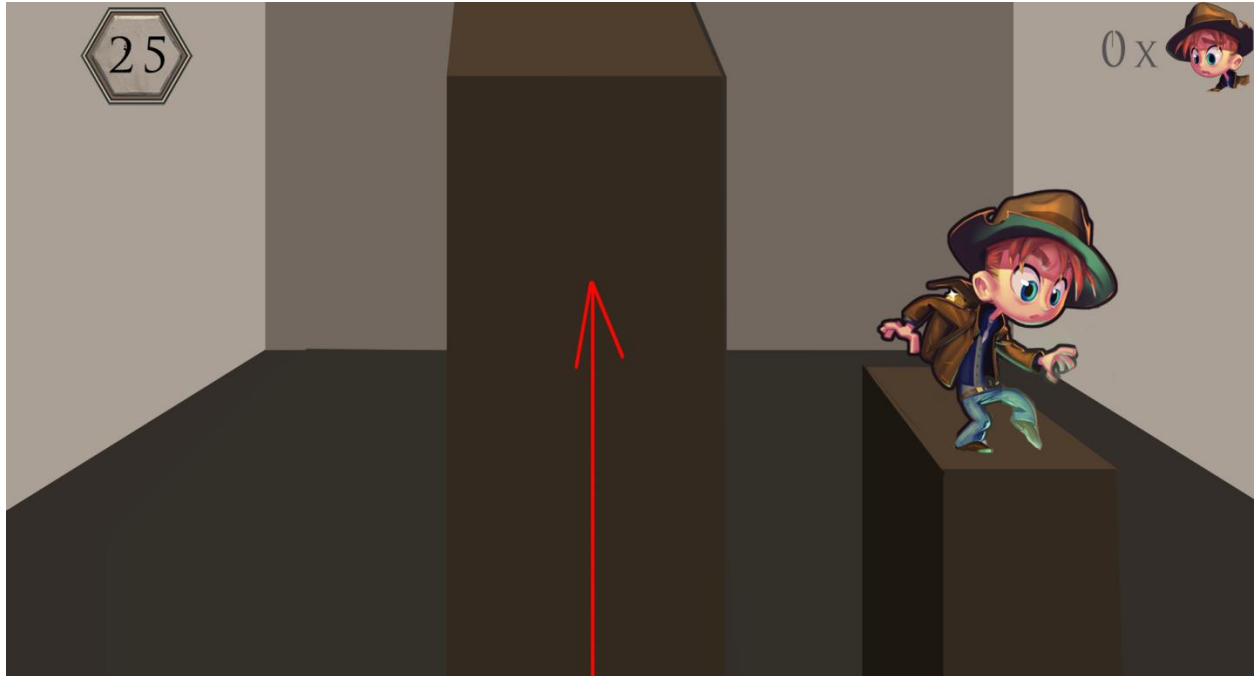
Pat moves over however 2 tiles are flashing for the right side about to move and there is a gap of 1....



In which pat hops over. This is the overall example of movement/game play mechanics. Below are examples of more advanced layouts.

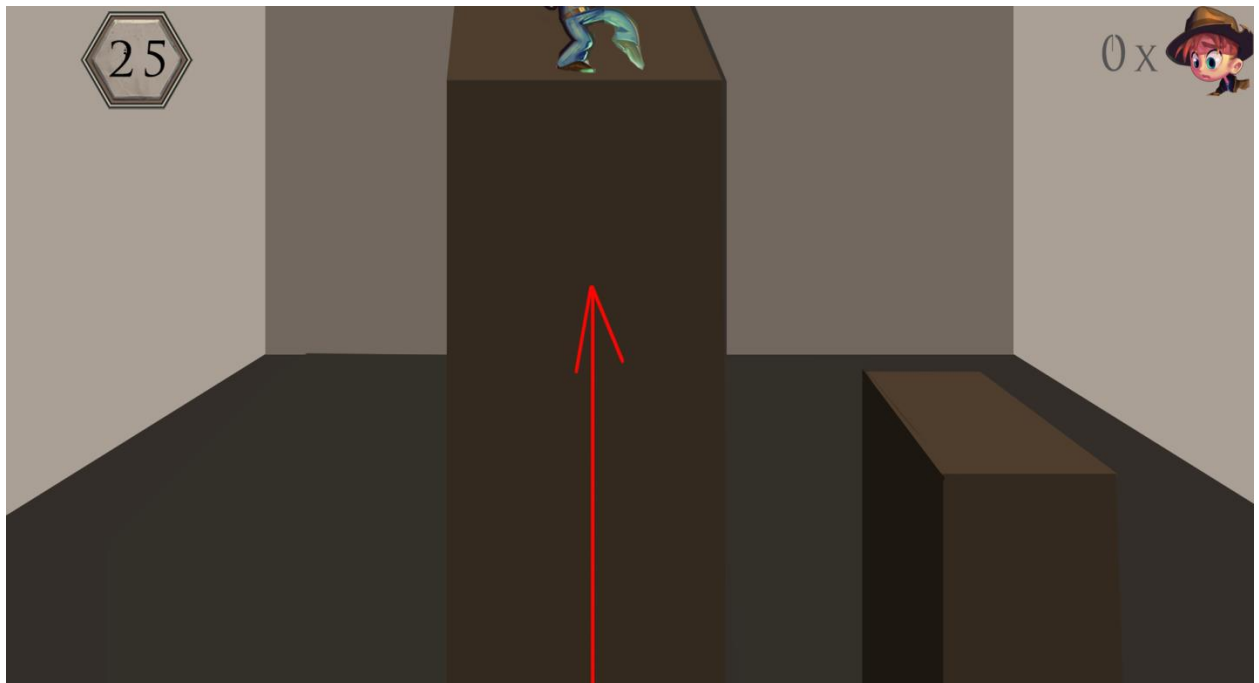
**ADVANCED EXAMPLE:**





**GAME OVER:**

**IF PUSHED UP\***

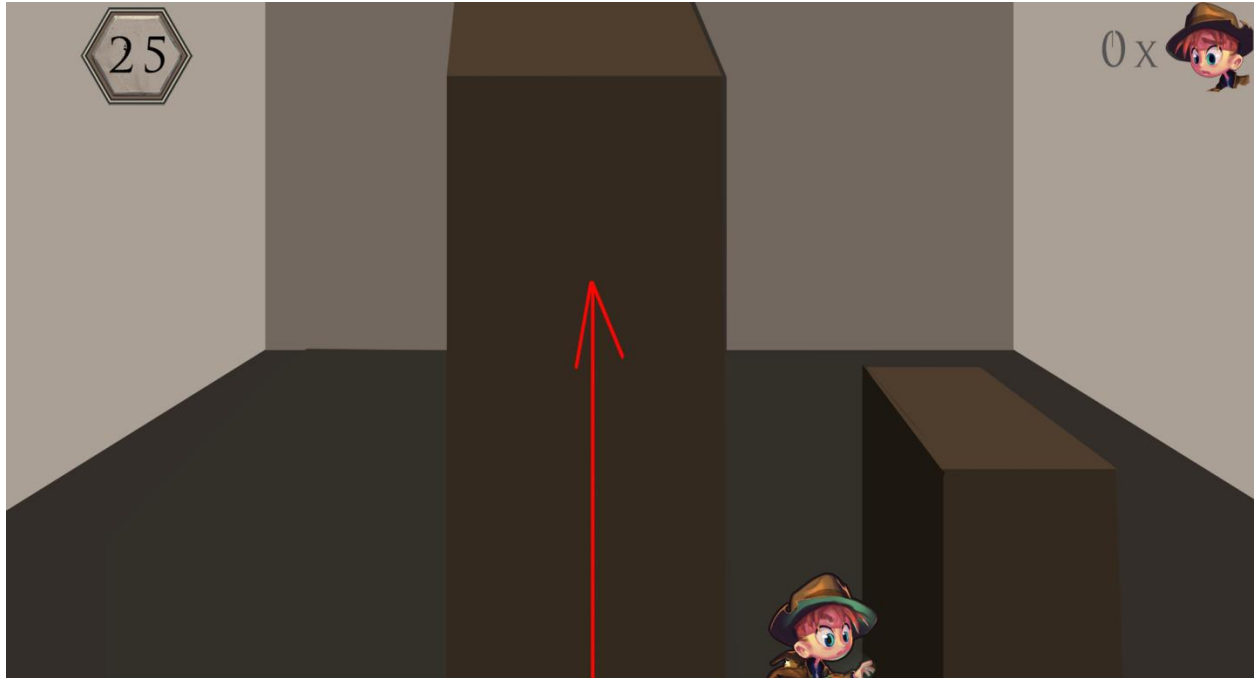


**SHOW GAME OVER OF PAT HOLDING ONTO THE CEILING STALACTITE**



**IF GETS PUSHED LEFT OR RIGHT OR FALLS DOWN PIT IN ANY WAY**





**UPDATE:**

On right shows Number of dodges you have made as well as a meter that fills over time, it caps at 1k and then restarts with a new color (start with it blue,yellow,green,red) Only have it increments by 25 each time. Every time you hit a stretch goal, on the left the dialogue box appears and says a positive message like good job and then disappears.



#### UPDATE 02:

Lives = Rope/Grappling hook. In each game each player starts with 1 grappling hook/life. Every 100+ Moves etc earns an extra grappling hook. If the player is pushed off or to the ceiling. Show a splash screen of a grappling hook grabbing onto something and then player continues on with his path.

Last as long as you can!

#### Update 03:

In game "Coins" Appear in screen. If you click on them they either have one of 2 effects, positive games (red?) Slow the game down to half speed, while Negative Gems (green?) Speed up the game X time speed.

Since Speed gems make the game harder, it will award the player  $\frac{1}{2}$  the amount of moves necessary for unlocking the next grappling hook.

Since the Slow Gem makes the game easier, it will penalize the player with making the progress to the next grappling hook to be doubled.

Speed gems(negative) = half the moves necessary for the next grappling hook

Slow Gems (Positive) = Doubles the amount of moves necessary for the next grappling hook.