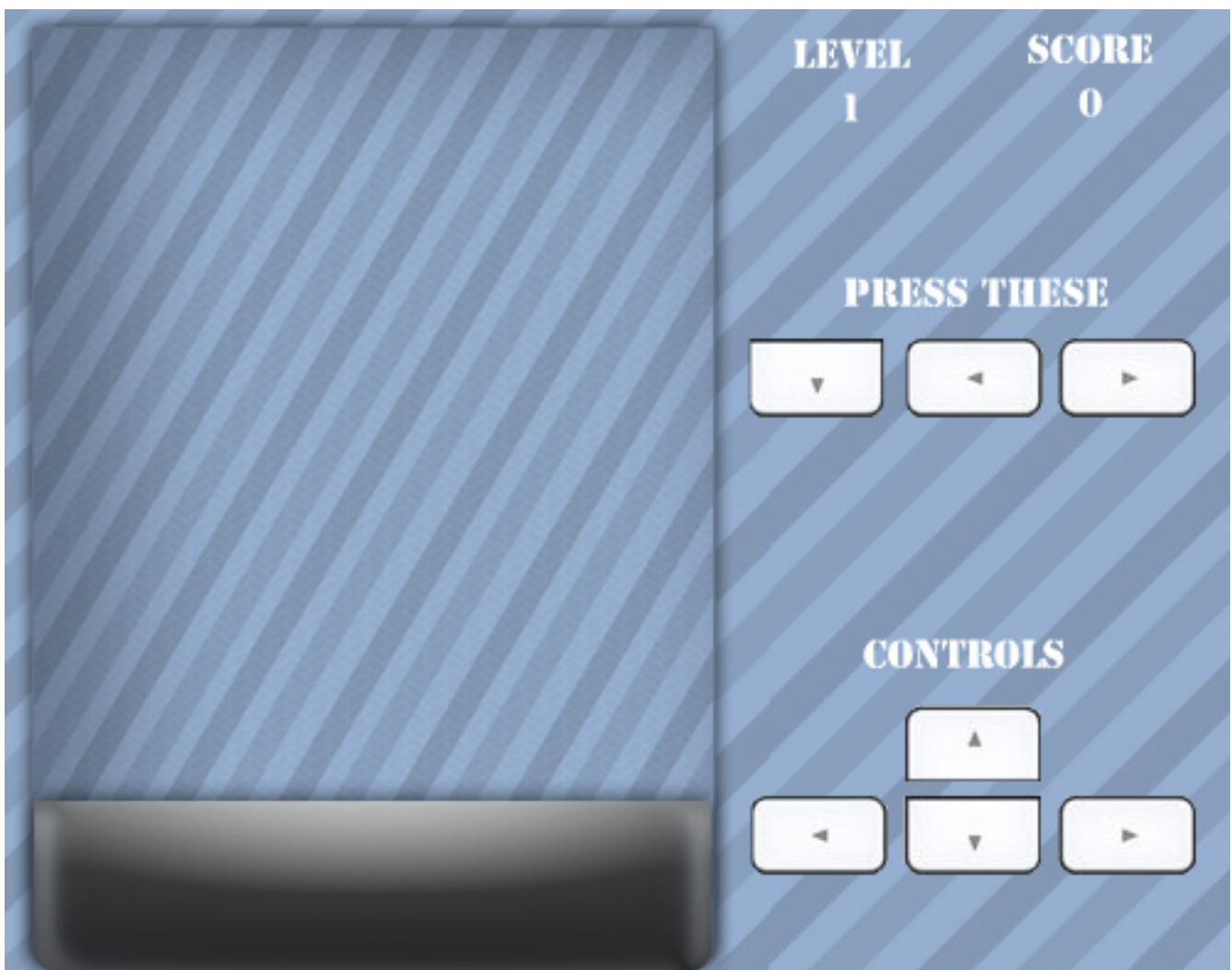


HIGH CONCEPT DOCUMENT

ROBOT RAMPAGE

Button Bashing Mayhem! Keep an eye on the keys to press and when they do type them in order they appear, you will be rewarded for doing it correctly and the quicker you do it...the more points you get.

Players Role



The player must quickly bash in as many button combinations that appear on the screen as possible before the time runs out and starts the new level. The faster they bash the combinations in, the more they will be rewarded, as the levels go by the timer will shorten bit by bit, until it eventually ends.

Genre

The Games Genre is Arcade/Button Bash, as it follows the traditional no save, one route scenario that most Arcade games follow.



Target Audience

My Game is targetted at anyone from the ages of 5 to the age of 60 and onwards, it's easily played and adaptable, so nobody should have any problems playing or getting used to it. It's aimed at both genders too, as there's nothing that defines it as either a mans or a womans game.

Platform

Due to the game being entirely compressed into a .swf by flash, the games platform can be that of anyones pc or mac and so on, but the main area the game will be played is by one of those devices via the Internet...due to it's singularity as a file makes it easily accessible.

Games Progression

You start out on Level 1 with a fair amount of time, and you must rack up as many points as possible until the timer ends and the next level begins, as each level goes on the timer reduces giving you less of an opportunity to get a hig amount of points.

Evaluation

All in all the game originally went well, but with my first version the flash file became corrupt and wouldn't open, so i lost alot of hours of hard work, so i had to rebuild the game again, but due to this i had to cut back on the game and make it more demographic and interactive then actually playable like the first version was.

I believe the game demographic, displays the idea of the game very well and makes it look very addictive, due to it's simple yet challenging objective, along with the usually included high score system, to see how good you really are against others.

My obvious weakness in this was due to technical errors, in which i must be more careful with in the future, by duplicating the original file at every advancement in the stage of development.