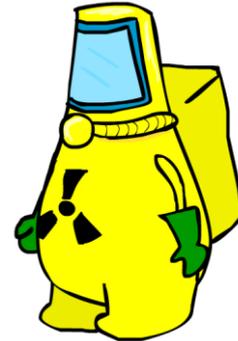


Concept Document



Title: "Gamma Man"
Genre: Puzzle Platformer
Platform: PC
Category: Single player (~30 minutes)
Puzzle platformer – vector/cartoon graphics
"Mario meets Half Life"



Synopsis:

The concept of this game is a simple puzzle platformer. The player takes control of "Gamma Man" and navigates through various levels which introduce new puzzles as the game progresses.

Plot:

There's been a major disaster at a nuclear power plant. "Gamma Man" remains inside but thanks to his trusty radioactive suit he's safe to expose himself to the inner workings of the plant.

In order to escape, Gamma Man will have to shut down nuclear reactors and other pieces of equipment in order for the radioactive safety doors to open.

Some rooms are relatively small while others will require puzzles to be unlocked or a race against time.

Key features:

- Jumping Puzzles
- Timed Puzzles
- Unique 'Boss' Levels
- New tools and abilities are unlocked throughout the game

Target Audience:

Ages 7+, puzzle enthusiasts, platform game enthusiasts, casual and experienced players.

Marketing Summary:

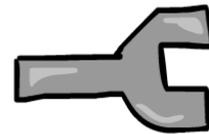
“Gamma Man” is a simple idea aimed at gamers of any age. The game introduces new elements one at a time to allow the player to understand their uses. Other than listing controls, the game lets players work out puzzles for themselves.

The game’s vibrant and simple cartoon look is easy on the eye and reflects the game’s casual and fun atmosphere.

The game’s code is modular and extra levels can be added with minimal addition of code to allow players to try out fresh level designs.



The player can be moved using the arrow keys. ‘E’ is used for interacting with objects.



As well as shutting down faulty reactors. The player will need to acquire the wrench to perform the repairs.

The radiation meter shows the percentage of faulty reactors still active.

