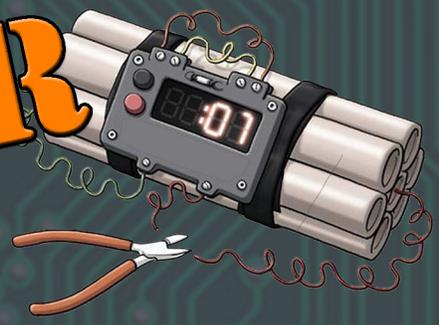


DOOMSDAY DEFUSER



GAME CONCEPT BY
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OVERVIEW



Doomsday Defuser is a puzzle solving game for mobile devices where you prevent destruction by disarming villains' sinister weapons. The goal is to defeat the antagonists by solving the puzzles before time runs out and the devices detonate. The player is equipped with a toolkit that they can use to disarm each device as well as a character class with specific helpful abilities. In a special game mode, the player can reverse their role and act as a villain. In this mode, Doomsday Devices can be built by the player themselves and sent to random opponents or friends.

Do you have the skills to outsmart your opponent? Be the hero and prevent destruction, or deviously design the perfect weapon. The choice is yours in Doomsday Defuser.

TARGET AUDIENCE

A normal Doomsday Defuser player would be in the age group from 15 to 30. They would enjoy a challenge and a level of strategy in games. They most likely would have good critical thinking skills and have an above average IQ. They would be into games such as Sudoku, Crosswords, and Mine Sweeper. A Doomsday Defuser player, while still enjoying a solitary play experience, might also be competitive. They would like to showcase their ability to outsmart friends or other opponents.

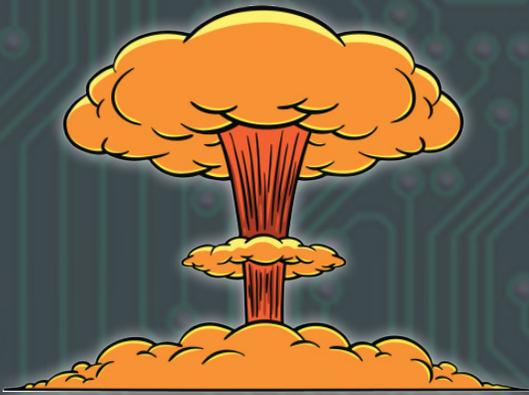


STONE

DOOMSDAY DEFUSER



Doomsday Defuser is meant to be engaging and challenging, while maintaining a comical feel. Players should have to think about what they are doing and have fun doing it. The same goes for the multi-player game mode where puzzles can be designed by the user and sent to friends to solve. To help create a comical feel, the game will feature simple narratives based on the character classes, each having a unique personality and story. The idea of mad scientists versus heroes will also help accomplish this and set the mood in a comic setting.



DESIGN PILLARS

- 1.) Puzzle Solving
- 2.) Tools and Character Abilities
- 3.) Puzzle Creation in The Workshop

Doomsday Defuser is different than the normal puzzle solving game because it incorporates character classes with unique abilities to create more content and a more interesting experience. Players can also use The Workshop to build their own puzzles instead of just solving them. This can lead to emergent game play and makes the game more addicting.

PUZZLES



The Doomsday Devices that have to be disarmed will be represented as puzzles. The puzzles will have a series of wires, levers, dials, and other components that each serve a different purpose. As the game progresses, more new components will be introduced to increase difficulty. Each puzzle will have a Timer, Detonation Signal, a Detonator, and a Method to Defuse the signal.

TIMER: Displays how much time there is to solve the puzzle. The timer is the source of the detonation signal and when the time runs out, the signal will be sent.

DETONATION SIGNAL: Represented by a blinking dot, the signal will follow the paths of the wires and components to reach the detonator (signal flow).

DETONATOR: The explosive weapon attached to the timer. If the signal reaches the detonator, the explosive will go off and the puzzle will be failed.

DEFUSE METHOD: The condition in which the puzzle can be completed by defusing the bomb and stopping the detonation.

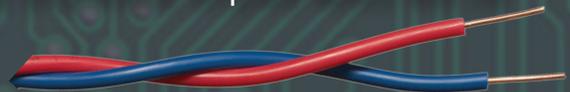


COMPONENTS



The Main Components are wires, levers, and dials. These components will be implemented in most of the puzzles when playing the main game.

WIRES: Wires will be able to be severed and dictate what directions the flow and travel paths of the detonation signal are. The flow will be based on direction and the color of the wire. Yellow and black striped wires will be unbreakable unless a certain ability is used.



LEVERS: Levers will be used to switch directions of the detonation signal.

DIALS: Dials will be spun to change the signal flow to different colored wires.

TOOLS

Tools will be purchasable items that will help the player solve the puzzles. The Main Tools are Wire Cutters, Signal Dampeners, and Gloves.

WIRE CUTTER: Used simply to sever wires.

SIGNAL DAMPENERS: Grants a short time boost to the timer.

GLOVES: Allows quicker actions when interacting with components, such as spinning dials faster.



CHARACTERS



The Doomsday Defuser Main Game is played in a series of levels increasing in puzzle difficulty. The Levels are based on what character is chosen. Each character will have their own narrative attached with different Doomsday Device puzzles to solve based on each character's story. Points will be rewarded to players for how well they solve the puzzles.



EXPLOSIVE SPECIALIST: The Explosive Specialist is calm and collected. His experience working under pressure and disarming bombs gives him an edge.

ABILITY: PRESSURE REDUCTION - The Explosive Specialist can slow down the countdown clock of a device because of his extreme resilience under pressure.

SUPERHERO: The Superhero is confident and relies on his superpowers to save the day. He may not always be smart enough to solve a master puzzle so he can improvise on the fly.

ABILITY: LAST DITCH EFFORT - The Superhero has a limited number of Last Ditch Effort maneuvers where he can fly a weapon into space if he can't disarm it manually, detonating the weapon safely.



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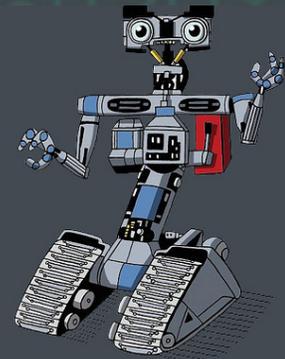


SCIENTIST: The scientist uses his intellect to solve problems efficiently. His mind works in different ways, allowing him to focus clearly.

ABILITY: FOCUS - Allows the player to visualize the flow of the signal more clearly and predict what paths it might take to the detonator.

BOMB-BOT: A robot built with a specific skill set to disarm weapons. The Defuser Bot uses his programming and mechanics to help disarm a device.

ABILITY: ANALYZE - Scans a puzzle for weak points and highlights certain important parts of the device for disarmament.



ENGINEER: Always tinkering, the engineer knows about the components necessary to build bombs and uses that knowledge to manipulate them.

ABILITY: TINKER - Can change positions of components to make the puzzle easier.

WORKSHOP

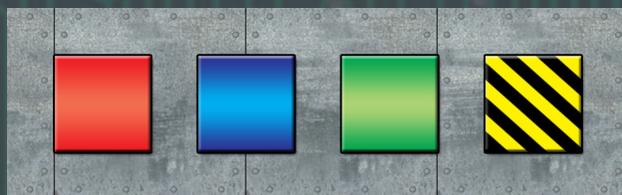


The workshop is a specific game mode where the player can design their own Doomsday Device. They will have a set of components that can be arranged on a grid in a variety of ways to create interesting puzzles. Puzzles will be able to be tested by the creator to judge the difficulty and make changes.

Once created, a puzzle can be saved and sent to friends or random opponents as a device to disarm. Based on the results, the players will receive points. A log will be kept to show how many devices the player created that have detonated and how many have been disarmed.

PUZZLE CREATION

The workshop will grant the player access to the puzzle components throughout the game. They will be able to be arranged to design custom Doomsday Device puzzles. A player will have a menu of components and a grid to place them to create these puzzles. Each component will have a certain time value placed on it. When a component is placed into the puzzle the base time to solve the puzzle will increase. The timer will be able to be increased or decreased to an extent to make the puzzle more challenging.



POINTS



HERO POINTS: When defusing Doomsday Devices, Hero Points are acquired based on the speed and difficulty of the puzzle. The faster the puzzle is solved and the harder the puzzle is then the more points will be gained. These points will be used to purchase upgrades based on character class and other tools to help with disarmament.

VILLAIN POINTS: If the player decides to be the mad scientist in the workshop, Villain Points will be acquired based on the success of the Doomsday Devices detonating and how long it took the Defuser to solve. More points will be acquired the longer it takes someone to solve the puzzle created. Villain Points will be used to unlock more component tools to build more complex and difficult puzzles.

TESTING FACILITY

Within the Workshop Game Mode will be an area called the Testing Facility. The player can use this area to test their puzzles and check if they are working correctly. Saved puzzles will also be available to load for testing. Using this feature will help a player design their perfect Doomsday Device.

