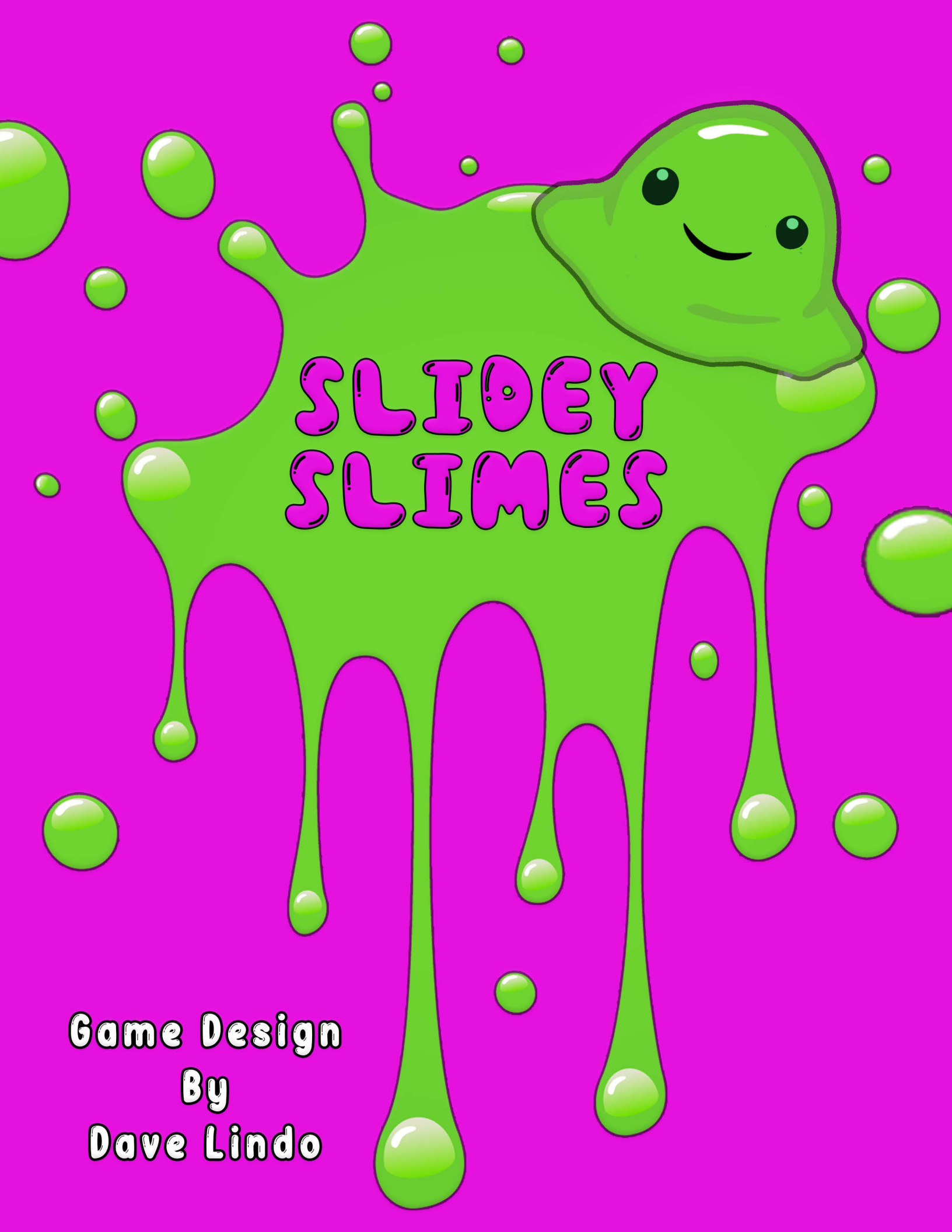




SLIDEY SLIMES

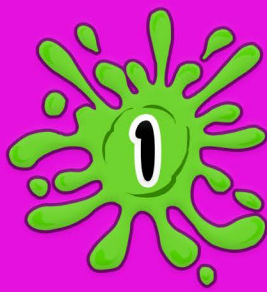
Game Design
By
Dave Lindo

OVERVIEW

Slidey Slimes is a turn-based strategy puzzle game for the mobile platform. Two players compete on a 6x6 grid and take turns to try and fill the grid with their color slime by sliding them using a swipe action. Players also have access to other moves to help maneuver their slime and hinder their opponent. Slimes move across empty spaces horizontally or vertically until they hit an obstacle, filling the spaces on the grid moved through with their color of slime. The game ends when the entire grid is full (with slime colors and obstacles). The winner is the player who has the most of their color slime on the grid.

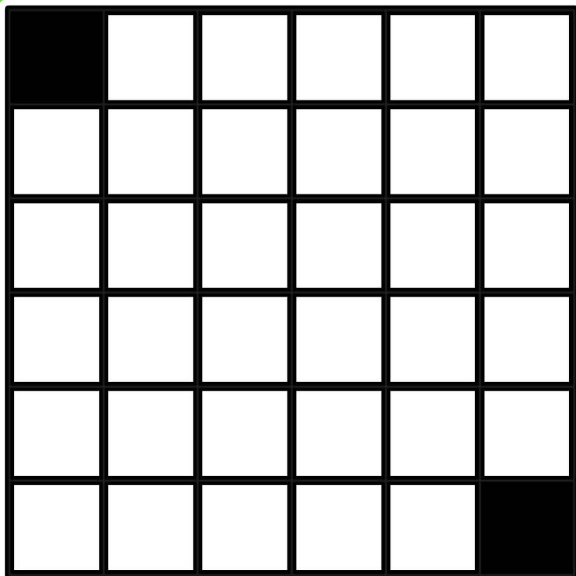


VS



THE MAP

The map is a 6x6 grid with 2 spaces blocked by obstacles in the form of *SPIRES* (indicated below by the filled-in black squares). *SPIRES* can be added or removed during the game. The outside edge also acts as an obstacle in that a slime can't move past the bounds of the grid. Thematically, the map is a cave, with the surface of the grid resembling a smooth rock texture. The *SPIRES* are conal rocks (or stalagmies) and the outside edge of the grid is normal cave terrain.



Grid
Texture



Spire

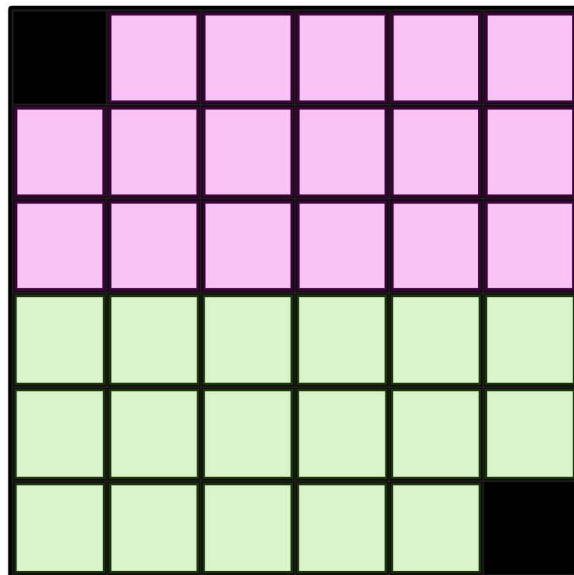


GAMEPLAY

01: START

Who goes first is chosen at random. The player that goes first is always the **GREEN** slime and the player that goes second is always the **PINK** slime. The **GREEN** slime chooses any open space on their half of the grid (17 spaces) to place their slime. Then, the **PINK** slime does the same on their half of the grid. These positions are where each slime will begin when players start to take their turns. The player will always see their side of the grid as the bottom side of the screen, no matter what color they are (The map is mirrored).

Opponent's
half
the grid



Player's
half of
the grid

GAMEPLAY

02: ACTIONS

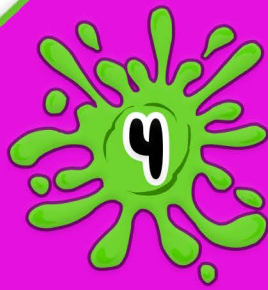
Each player has access to the same (4) actions to manipulate the movement of their slime. Most of these actions cost an amount of Energy to use. (1) Energy is generated for the player at the start of each turn. The **PINK** slime starts with (1) extra Energy for going 2nd. A player can only use an unique action once per turn, but they can use all (4) actions in one turn if they have enough Energy. Each player has a maximum of (6) Energy and do not generate any Energy above that.

SLIDE (0 Energy / Free): SLIDE moves a slime horizontal or vertical until it hits an obstacle, coloring the spaces moved through with that color of slime (colors-over empty *and* already colored spaces).

SPIRE (1 Energy): SPIRE places an obstacle in any open space (not occupied by a slime or obstacle) on the grid. SPIRE removes any color of slime on the space it is placed.

DISSOLVE (2 Energy): DISSOLVE removes a spire obstacle and all color from any space not occupied by a slime.

JUMP (3 Energy): JUMP moves that player's slime to any open space.



GAMEPLAY

03: ADVANCED ACTIONS

Players can use the (4) actions strategically to perform "Advanced Actions."



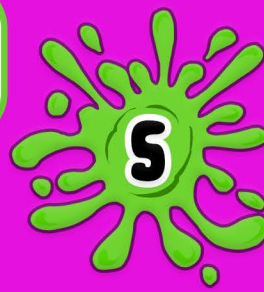
NUDGE: NUDGING is when a player uses a SLIDE action and hits their opponent's slime. The opponent's slime acts as an obstacle, but is pushed (1) open space in the same direction of the SLIDE. Both slimes add color to their spaces moved through. **NOTE**: A player may NUDGE even if their slime is directly next to their opponent's, but the player's slime will stay in the same spot while their opponent's is moved (1) open space.

TRAP: TRAPPING is when a player uses a SPIRE action to prevent the movement of their opponent's slime (usually forcing a JUMP, DISSOLVE, or BUNT).

NOTE: A BUNT is when a player takes no actions or can't take any actions.



SPIRE FINISH: A SPIRE FINISH is when a player uses a SPIRE action on the last non-colored open space to end the game without adding color.



MODES

Slidey Slimes is a game that lends itself to a variety of modes and variations.



CASUAL VS (Featured Mode):

Asynchronous Player VS Player where there is no time limit and players take their turns until the game ends.

COMPETITIVE VS:

Synchronous Player VS Player where there is a time limit per turn.

AI VS:

Single player, same as Casual VS, but the player plays against an AI.

PUZZLE:

Single player where the player has to fill the grid with their color slime within a set amount of turns (No opposing slime).

PUZZLE CHALLENGE:

Mode where players can create their own puzzles for Puzzle Mode and challenge friends to complete them.



COSMETICS

Slidey Slimes is a game that would benefit from a variety of cosmetics, either for monetization or chase rewards.

The slimes could be customized in several ways, including aliens, monsters, paint, candy, and ink-blotts to name a few.



TARGET

The target demographic for *Slidey Slimes* are mid-core gamers from ages 16–36. *Slidey Slimes* is intended to be approachable, while still offering a high level of strategy that is difficult to master. The core of the game is competitive and will attract those who want to play to win and climb the leaderboards. People who enjoy games such as *Chess*, *Clash Royale*, or even *Words With Friends* would be an ideal player for this game.

