

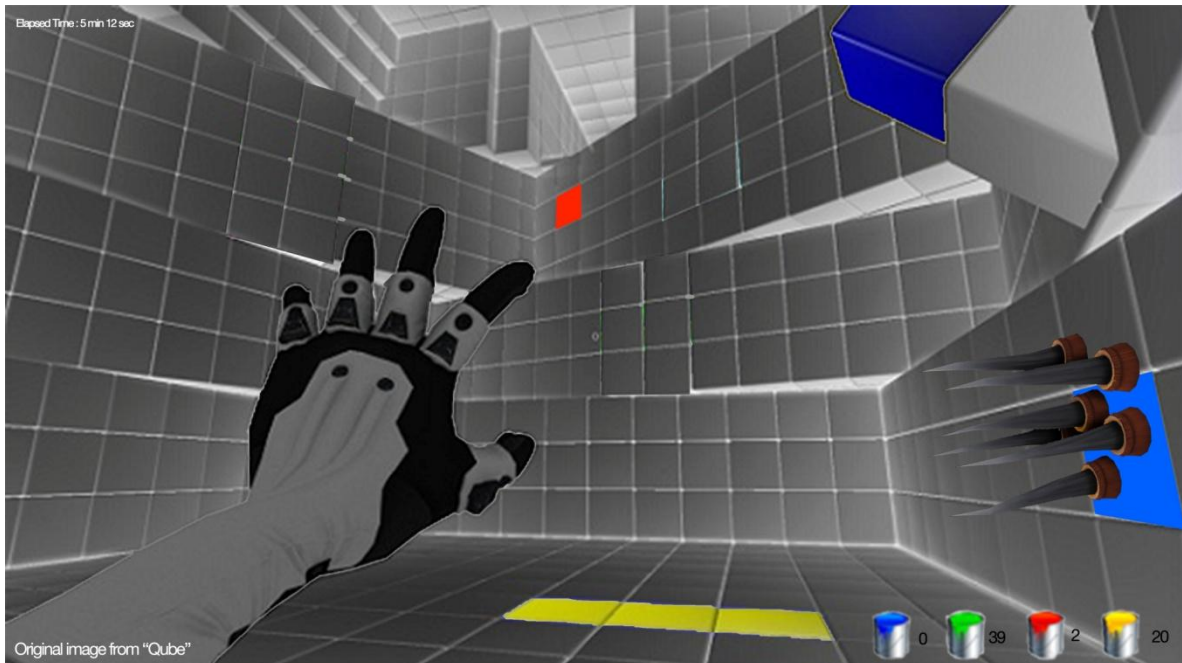
1 Coloured Physics: Pitch Description

1.1 Pitch

Find your way out of this puzzle game. There is not "One" solution for this game, there are thousands. But there are at least as many ways to fail this game. You can paint every surface of the level, in a colour you like. Each colour represents a different power. Using the various powers, you have to paint your way out of the level.

Pitch sentence: Paint your way out of the various levels!

1.2 Mockup



1.3 Outline

This game is played in a world where paint does not work the way we know it. In this world, paint has a strong influence on the human body! Use these influences to complete puzzles and do things we can only dream of. The objective of this game is completing the levels as fast as possible while using as little paint as possible.

You don't have infinite paint. You always get the minimum amount of paint needed to complete the level. If you manage to complete it using less paint, the remaining amount is stored and added to the minimum for the next level.

In game there are also these hidden places you can find. In those places there are collectables and extra paint. Once you've finished a level, your path will be saved, and whenever you want to come and find collectables, you just add some more paint (your paint will not be lost)

The game is never really over. It can be played until you've completed all levels, found all collectables and have the best highscore of the leaderboard.

Kinds of paint:

Colour	Power
Red	Attracts the player from a distance. Doesn't work as glue
Blue	Pushes the player away, forcing him not to come close.
Yellow	Repels the player when he walks on the tile. Only works when you are standing on the colour
Green	Fixes the player to the tile. This force is cancelled when you jump.

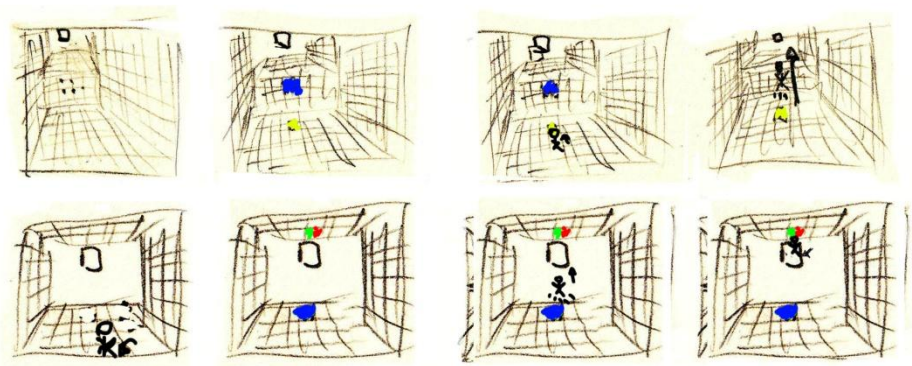
1.4 USPs (Unique Selling Points)

This game is different because, as far as i know it's a new concept, and because of the freedom you have. You don't have to follow a straight track.. The only boundaries are that you have to reach the end point, and that you have a limited amount of paint. Also the fact that the progress for each level is stored makes this a fun game to find collectables. You can just go back to whatever level you want and continue painting where you finished the last time you ran out of paint.

1.5 Game attributes

- Single Player with online score board
- Puzzle Game
- Serious game
- Genre: peaceful, brain cracking
- Mood: Sober, Paint is very energetic
- First Person
- 3D gameplay

1.6 Gameplay storyboard



- 1: You enter the level, it is empty. All you can see is the exit in e high part of the level. There are some spikes on the wall in front of You.
- 2: You give the spikes a blue color-> you won't be able to get hit by them, you paint a tile on the floor Yellow --> If you step on it, it will push you upwards.
- 3: walk towards the yellow tile
- 4: when you step on it, you will get repelled
- 5: you now reached the higher part of the level
- 6 You notice the exit is at the ceiling
- 7: Paint a red tile , causing you to fly upwards, towards the exit.
- 8 Just walk through the exit now!