

# Quick Game Concept - Companion

## GAME OVERVIEW

“Companion” is a combination between a point-and-click adventure and a pet manager game, aiming to create an immersive, compelling, and helpful experience. “Companion” is a GPS location based game, meaning that what the player sees on the screen is related to his real-life location, encouraging the player to be dynamic and active while playing. The very name of our game suggests that it will put a big emphasis on the relationship between the player and the dog character.

**Platform(s):** Android and IOS

**Target Group:** Women between 20-40

**Unique Selling Points:** “Explore fantasy through real life with the help of your companion”

- Detective point and click adventure
- GPS location based gameplay
- Colourful and easing atmosphere which encourages positive mood and thinking

## Story

The game is set in present day in the fictional city of Nashville. The main character is called Ashley, a female detective that quickly rose up in the police ranks due to her wits and impeccable intuition. Playing huge part in her career is her companion dog Rocco by helping Ashley in her investigations. The team has just been assigned to a new case, regarding an escaped from home little boy named Johnny. He is a clever young lad, often portrayed by his friends as the Huckleberry Finn of his school due to his adventurous spirit and the fact that he knows every little bit of the streets of Nashville. Ashley and Rocco are pushed in to the adventure of finding little Johnny, as he will test their detective brains by leaving puzzles and riddles for them to solve.

## Key game features/Mechanics

### CHANGE OF THE IN-GAME SCENERY BASED ON THE REAL LIFE LOCATION OF THE PLAYER

The real-life location of the player has significant impact on the gameplay as it will trigger the in-game scenery to change. This feature is reliant on the mobile phone’s GPS. The picture below shows the key locations of the game:



Based on where the player is the game will function either like a point-and-click adventure or like a pet manager game. The highlight on the Home and Park location shows that they function as tutorial levels. When the player is in neither his home nor one of the key locations, the scenery will change to a street scene, full of shops, where she could customize the appearance of the dog and the young female detective.

#### TAKING CARE OF YOUR COMPANION

The pet manager part of the game will require the player to look after the dog companion. This means the actions of the player will have an impact on Rocco's happiness. This is a nice way to give a clear feedback to the player that she is doing well. The player can feed the dog twice a day, but furthermore she has the ability to pet and play with the dog. All this interaction is used to build "Detective points" used in the investigations as well as unlocking new outfits for both Ashley and Rocco.

#### CHARACTER CUSTOMIZATION

If the player is somewhere between his home and of the key locations, she can access the character customization options in the street scene. The player gains more customization options based on how good and consistent she is in the pet manager part of the gameplay.

#### PUZZLES AND RIDDLES

As main obstacles for the player the game will feature various puzzles and riddles. During the investigation of the assigned key locations the player will be challenged with riddles that often lead to the puzzles. They on the other hand will function as overlaid mini-games such as slider puzzles, getting a little ball from one point of a maze to another by tilting the mobile device, etc.