Quick Game Concept – Sneak Peak

GAME OVERVIEW

"Sneak Peak" is a 3D tower defence/ MOBA where the player takes control of a Yeti that has hid himself from tourists on top of a mountain. The player has to defend the lanes of the mountain in order to keep the tourists away and stay hidden from society. Upgrades can be achieved through gameplay in order to strengthen certain abilities of the Yeti. The game will feature short gameplay sessions of 5-20 minutes that allow highly interruptible gameplay. On application quit it saves the current game state so that the player can continue at any time.

Platform(s): Android and IOS

Target Group: People between 20-40

Unique Selling Points:

- Lane style tower defence
- Achievement based upgrading system
- Simplistic and colourful art that underline relaxation

Story

The game is set in the 19th century where cameras are being developed to catch precious moments. Rumours about an abominable snowman soon spread the word through a small town somewhere in the Himalayas and tourists from all over the world want to catch this bizarre creature on photo to receive a bounty. You, as the Yeti, hid yourself on the very top of this mountain where tourists now want to expose you and you therefore fend them of with various defend techniques.

Key game features/Mechanics

GENERAL GAMEPLAY

The player (Yeti) is located in the middle of the mountain that has a certain amount of lanes (depending on level) that need to be defended. As various enemy types try to climb up the mountain
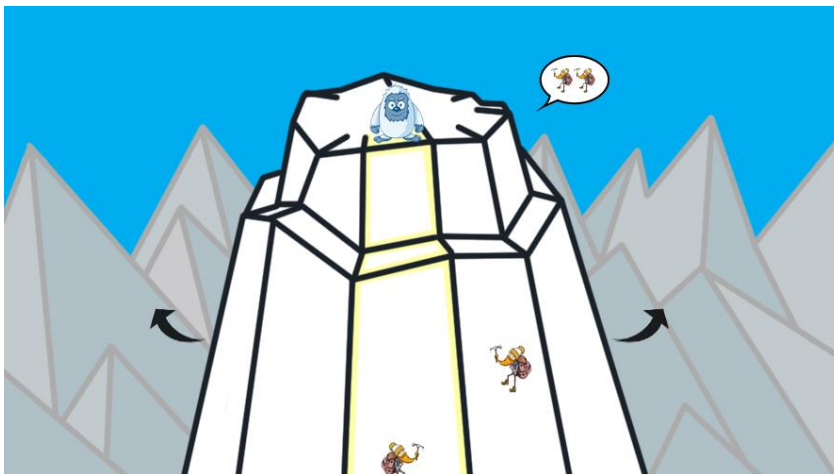
in waves the yeti can use his abilities to push them back. In between these waves the player is able to build defense walls to make it more difficult for enemies to climb up. The player can turn the camera around the mountain selecting the lane which is closest (see image).

Yeti Abilities:

- Snowball – throws a simple snowball to one enemy in one lane (basic attack)
- Giant snowball – rolls down a medium snowball that becomes bigger over distance, extends to a maximum of two lanes and can take up to 5 enemies
- Decoy – throws down a decoy to fool the enemy and make him retreat, extends to one lane
- Avalanche – Area of effect extends to 3 lanes where all enemies will in this area are thrown off the mountain

Defense Abilities

- Ice surface – all enemy types will be slowed
- Snow blockade – after enemy 5 passes through, the blockade will disappear
- Rock blockade – only mountain climbers can overcome this obstacle
- Strong wind area – the wind will blow off every 3rd - 5th enemy

BASIC ENEMY TYPES

Kid – is slow and easy to push off

Hobby photographer – medium speed and medium endurance

Experienced mountain climber – is the fastest enemy, however also one of the weakest

Yeti hunter – strongest enemy but also slowest

CASUAL MODE

Casual mode consists of 5 chapters that each feature 5-10 levels. Each chapter represents a different type of mountain where the Yeti has hid himself. The levels give small variations to the mountain preset and increase in difficulty.

ENDLESS MODE

This game mode is at is says endless. Waves upon waves will try and capture you as you defend yourself on one of the mountains.

UPGRADES

In the main menu the player is able to upgrade all of his Yeti abilities and defense abilities. Should a player not be able to finish a certain level, she will still be awarded with Yeti coins to buy upgrades and improve abilities.