

Proposal for Sudoku Game

I. OVERVIEW

- a. *Title*: ULTIMATE SUDOKU
- b. *Premise*: Do you love SuDoKu? Then this is the ultimate SuDoKu software with grid sizes up to 16x16 and 10 different variations of the game!
- c. *Purpose*: The purpose of this game is to satisfy the players need to solve a problem in the form of a sudoku puzzle. This game would add color and character to the game, so it offers an alternative to the boring printed version.
- d. *Platform*: The game will be developed for Windows Mobile. For the obvious reason that people would probably want to play it on their mobile device when they are bored, are waiting for something or simply need to kill time. I do not think it would very successful if it was just available for a PC operating system.
- e. *Genre*: Puzzle.
- f. *Target Demographic*: This is one of the stronger sides of game. It includes a wide target demographic. The game would target anybody between the ages of 7 to 70 including both males and females. The real target market or niche market however are people that love puzzle games. This would include people who never played sudoku but have played other puzzle games.
- g. *Anticipated Rating*: Considering the nature of the game and the fact that it does not contain any violence or sexual materials I would have to say it would most likely receive an E (Everyone) rating.
- h. *Player Mode*: This would be a single player game. However it can be considered a multiplayer game in the sense that scores can be saved or uploaded to a central server and compared to other people score. The score in this game would be the total time it took to solve a particular scenario.
- i. *Goal*: The goal is to solve each individual puzzle but also to become better and to be able to solve larger and more complex ones. Winning can be archived in two ways: one would be simply to solve a puzzle, the other being able to solve it relatively fast. Depending on the player the winning goal will be at least one of those.
- j. *Role*: The player's role in this game is simply to solve a problem.
- k. *POV*: The POV for this game will be first person. It will seems like the puzzle is right in front of you.

- l. *Setting*: The game will take place in a computer generated world. No real location will be used. However there will be themes that are characteristic of certain locations such as Japan.
- m. *Basic storyline*: No storyline will be used in this game.
- n. *Major Challenges*: Major challenges will exist in the form of large playing fields and higher difficult levels. The larger the grid the harder generally the game gets. Also the less numbers are provided in the beginning of the game the more difficult the game gets. It is ultimately up to the player to determine how difficult and thereby how many challenges it wants to face.
- o. *Characters*: There is no need to use a character for the player in this game. However there will NPC characters. An NPC character might explain the rules for example.
- p. *Structure*: The players will have several different options available to him or her. One option will be a sequence of games that gradually increase in difficulty. It would start off with a small grid size with numerous cell values already provided and eventually the puzzle would include a large size with minimal amount of cells pre filled.

II. GAMEPLAY

- a. *Scoring*: The score in this game is largely determined by the time it took to solve a puzzle. The other factor would be the difficulty level. So if a particular person solves a puzzle in 10 minutes, but somebody else solved a more complex one in the same time then the second person would obviously receive a higher score. A penalty to most people would simply be a low score. A low score does not have any negative consequences on the game. In one of the modes of the game not being able to solve a problem would prevent the player from advancing to the next round. This would be a penalty.
- b. *Player's Verb set*: The player can ask for help in certain modes of the game. One form of help would be that it would cross out every cell that a particular number cannot occupy. Another form help that can be provided to the player is in terms of marking up cells. This is something that player can do himself or herself. This form of help would allow the player to mark a cell with a particular number. One cell could contain several of these markings. All marking with a particular number can be viewed. The last action a player can do besides exiting and saving the game is to actually write in or erase a number.
- c. *Gameplay*: In order to win or solve a puzzle one must correctly fill in all the cells. If the player fills up all the cells but incorrectly then an option would be provided to erase up to three incorrect values.
- d. *Inventory*: This will not be used for this game.
- e. *Time*: The time factor will vary from mode to mode. In one of the modes where one needs to solve a particular puzzle before moving on, time will be like a countdown. All other modes time will not determine whether a

game is lost or won but is used just for scoring purposes only. Time will be displayed at the bottom right corner. Time cannot be adjusted. The score will be determined by multiplying the time with the difficulty level.

- f. *Lives and powers*: Will not be a factor in the game.
- g. *Interface*:
 - i. *Control Devices*: The game will be controlled though the mouse or its equivalency and the keyboard or numpad to enter the numbers or letters.
 - ii. *Navigation*: There will be an option for bringing up a menu that will options to quit the game, restart or exit the game overall. Overall navigation for the game up to the actual start of the game will be handled through prompt messages and by clicking an accept or next button. The player will be able to click on a cell and input its value.
 - iii. *Locomotion*: As mentioned in the navigation section the player will be able to click on a particular cell to set its value or to mark it up with a value. In the second case the value will not be counted as its final value it will rather be used as a helping tool.
- h. *Levels*: As mentioned earlier in this document there will be one mode in which a level type system will be available. Levels will vary by its difficulty levels. Players can move up a level upon successful completion of the puzzle within the given timeframe.
- i. *Time Interval*: The game will be in real time.

III. AUDIO/VIDEO

- a. *Video*: The game will be in 2D with a kinda Anime touch to it. The board will look different for different games. They will have themes ranging from oriental theme to modern digital theme. The numbers would also be in different font types. The board or grid can look like its made out of different kind of materials. There will writing, art and characters around the grid.
- b. *Audio*: Optional background music will be playing during the game. Music usually goes along the theme of the game. There will sound effects every time the players moves forward in pre game menu. There will also be sound effects when the game is lost or won. Only at one point will a voice speak to the player. This will be when the player asks for explanation of the game.