

Game Concept – Preserving Rainbows

Project title:

Preserving Rainbows (working title)

Short description:

In Preserving Rainbows the player controls a little rainbow fairy called *Sunshine*. As *Sunshine* the player fights against dark clouds send to Rainbowland by the evil Cloudking. Preserving Rainbows is a fast paced jump and run game for mobile touch devices.

Target group:

Through its cute theme Preserving Rainbows is attractive to young girls but also to adults, who like cute things like fairies, unicorns and candy. Everybody loves candy! So it is for people who like to play a quick, funny game while waiting, during a break or just in the bus. Preserving Rainbows is for casual gamers who like to do short play sessions on their mobile device, playing games like Candy Crush or Angry Birds.

Platform:

Mobile devices (Android, IOS)

Author:

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Story

The player controls a little rainbow fairy called *Sunshine*. The fairies world called Rainbowland is threatened by the evil Cloudking. He tries to conquer Rainbowland by concealing magic crystals in Rainbowland with his clouds. At high noon, when the sun is strongest, the magic crystals convert sun energy into rainbow magic, which keeps Rainbowland alive. But when the crystals are concealed from the sun they are not getting enough energy to create rainbows. Without the magic of the rainbows Rainbowland is doomed. So *Sunshine* is on her way to disperse the clouds send by the evil Cloudking and bring peace to Rainbowland once again.

Game Elements

Preserving Rainbows has the following game elements:

- The Player (the fairy *Sunshine*)
- Friends (unicorns)
- Rainbows
- Clouds
- Cloud-Mages
- Magic Crystals
- Candies

A game screen could look like this:



The Interface

- Button with arrow on it (Jump)
- Button with unicorn (Command-Friend)
- Score counter
- Red energy bar (player health)
- Hidden: touch the screen to shoot magic-sparkling-sun-light-beams
- The sun as level timer

The sun shows how much time is left to complete the level. It moves from the lower left corner of the game screen to the middle top of the screen:



Gameplay

Sunshine runs automatically forward. The player can interact in 3 ways with the game:

1. Jumping over obstacles (by pressing the Jump button)
2. Shooting magic-sparkling-sun-light-beams at clouds (by touching the target)
3. Command friends to attack Cloud-Mages (by pressing the Command-Friend button)

Each level has a number of magic crystals that have to be uncovered from clouds. Uncovering crystals gives score points. To complete a level the player has only a limited amount of time. This amount is shown by the position of the sun. At high noon (sun at the top of the screen) the time is up and the level ends. It is possible to leave crystals concealed but then the player might not get enough points to reach the next level. The player can finish a level before the time runs out by running to the end of the level. To run faster the player can collect candies. Some uncovered crystals create walkable rainbow bridges that make it possible to overcome bigger obstacles. At later levels there are Cloud-Mages which periodically create clouds over their heads. They can only be prevented from creating new clouds by attacking them with *Sunshines* friends. These friends can be found captured beneath clouds and have to be freed. Once freed, they follow *Sunshine* and can be commanded to remove Cloud-Mages.

Game mechanics

Short mechanics summary:

- Collect candy to run faster.
- Jump over obstacles.
- Disperse clouds by shooting magic-sparkling-sun-light-beams at them.
 - o Free friends, who are captured under clouds.

- Reactivate magic crystals, which are concealed under clouds.
- Let friends fight Cloud-Mages.
- Some magic crystals create walkable rainbows.
- Take damage from walking under clouds.
- Gather points for uncovering crystals.

Run

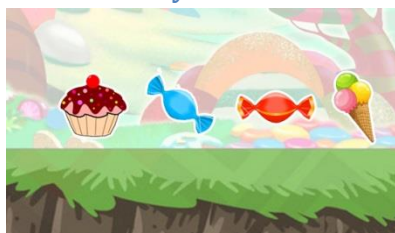
The player runs automatically forward. Running cannot be influenced by the player directly.

Jump



The Jump button can be used to overcome obstacles (e.g. cliffs, chasms).

Collect Candy

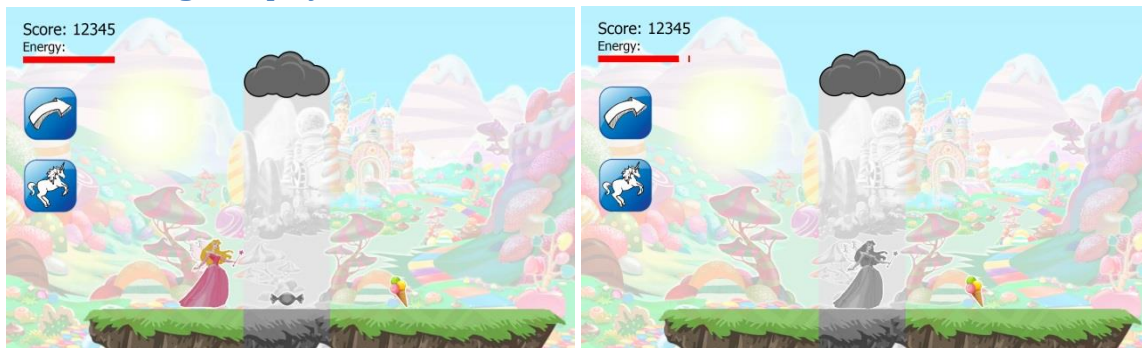


Candy can be collected by running over it. Each collected candy gives the player a speed boost. This boost adds up with each candy collected. But it ends after a short time if no further candy is collected.

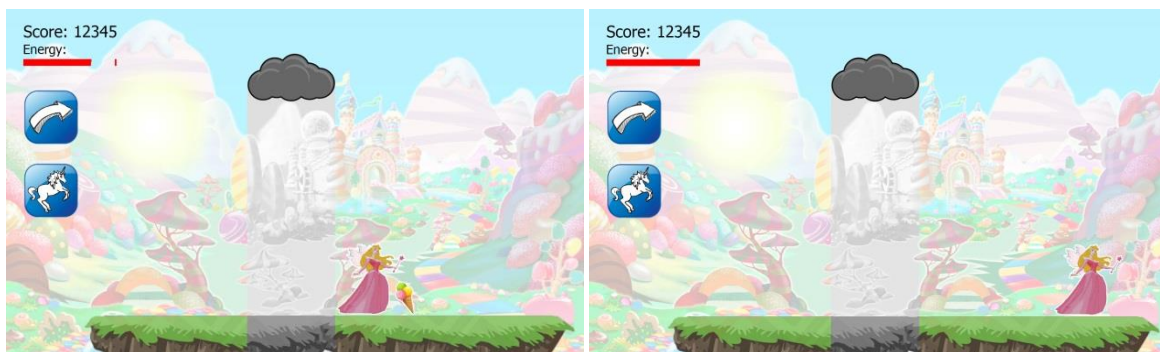
The player notices that the speed boost ends when the running speed drops quickly over time to the normal run speed.

All kinds of candy add the same amount of run speed.

Clouds damage the player

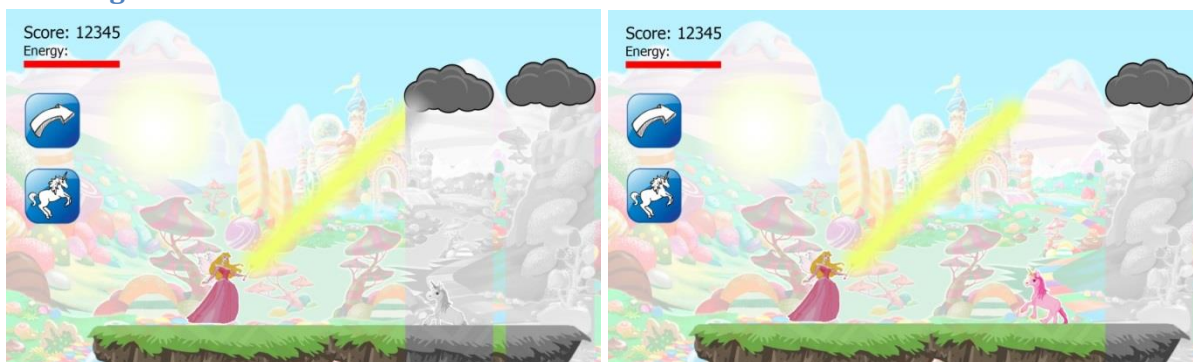


Running through clouds damages *Sunshine*. Damage lowers the “Energy” bar in the Interface.



If the “Energy” bar is empty the player dies and the current level is over. (The player could still have gathered enough points to unlock the next level.) Running through the sun (colored areas) regenerates *Sunshine*'s energy slowly.

Shooting at clouds



Sunshine can shoot magic-sparkling-sun-light-beams at clouds. This disperses the clouds and frees friends or uncovers crystals that were concealed by the cloud.

Areas that are concealed by clouds are in black and white. Areas where the sun shines are colored.

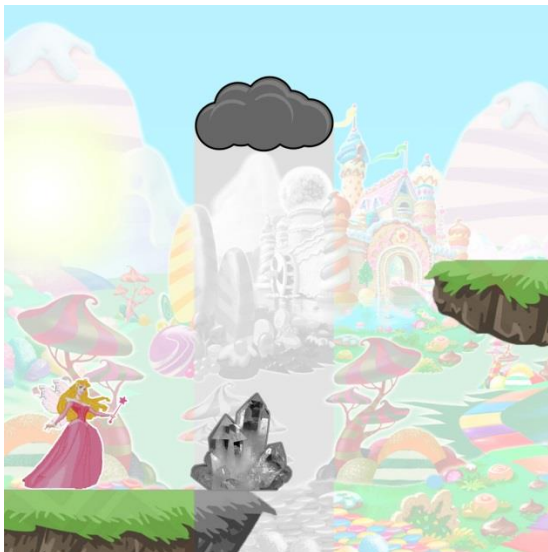
Free Friends



The player finds friends in Preserving Rainbows which are captured by the evil cloud magic (in black and white areas). If she disperses the cloud the friends are freed and join her.



Uncover Crystals



The player can find crystals that are concealed by clouds (in black and white areas). These crystals can be uncovered by dispersing the clouds. Uncovering crystals scores points. Also some uncovered crystals create walkable rainbows which are useful to overcome greater obstacles.

Command Friends



If the player has friends following her she can use the “Command-Friend” button to send one of her friends to fight the next Cloud-Mage nearest to her. By fighting the friend and the Cloud-Mage disappear. Cloud-Mages create periodically clouds over their heads if they are not stopped.

Goal:

The goal of each level is to uncover as many concealed magic crystals as possible before high noon is reached.

In the end the player has to defeat the Cloudking and bring peace to the Rainbowland.

Image Sources:

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