**Alex Thompson**

**Unemployed/UAT**

**Connect the Stars**

puzzle-platformer / drawing / collecting / educational

mobile

minimalist design / cartoonish

swiping / tapping

unisex age 6-12

**Narrative**

A child looking out his or her window spots a shooting star and promptly makes a wish. The star reverses direction and begins to grow larger, flying through the child’s window. It thanks the child(player) and informs him or her of a crisis in the celestial bodies. The rulers of the four celestial kingdoms are missing, as a result many stars are going rogue. These ‘Rogue Stars’ are in danger of disappearing forever unless the kingdoms are restored.

The shooting star gifts some of its celestial power to the player. The player can’t simply wish on another star, but uses their power to build lines in the sky to guide Rogue Stars back to their kingdoms.

**Design**

The game will navigate through a hub world, where the background of stars populates and changes based on the progression of the player.

Each level will be comprised of a grid of dots, with a Rogue Star, a goal, and possibly obstacles placed in various parts of the screen.

Completion of levels increases the celestial power of the player, allowing him or her to venture further into the sky and find more Rogue Stars. By raising celestial power the player’s ability to create lines will increase. This is both for levels and the Sky Canvas.

With the Sky Canvas, players can connect dots according to his or her current celestial power level. These lines can be changed, but will persist even when the player has left. In addition, players can share an image of his or her Sky Canvas on Facebook/Twitter/etc. Each player’s Sky Canvas will also join the dynamically expanded main Sky Canvas. Here, players can explore other player’s Sky Canvas with share features intact.

**Gameplay [Tutorial / Level 1]**

Players can tap anywhere on the screen to pause game time. The Rogue Star will have a gradually transparent trail to show its trajectory. Players can then touch a dot on the screen and swipe to/toward another dot to create a line. When the gameplay resumes the Rogue Star will follow its trajectory, which is affected by the lines created by the player.

Players will want to create lines that guide the Rogue Star to its goal.

**Mechanics**

Altering the direction of the Rogue Star enough will add a multiplier to the player’s final score for each time it occurs. Using celestial power adds a flat point value to the current score. The player’s points will slowly decrease based on the amount of active gameplay time that the Rogue Star isn’t at the goal. Lines created in normal levels cannot be removed during gameplay. They will persist until the level has been failed or completed; afterwards, it will reset. Players can fail by running completely out of celestial power to use, or by the Rogue Star disappearing which occurs if it fails to reach the goal.