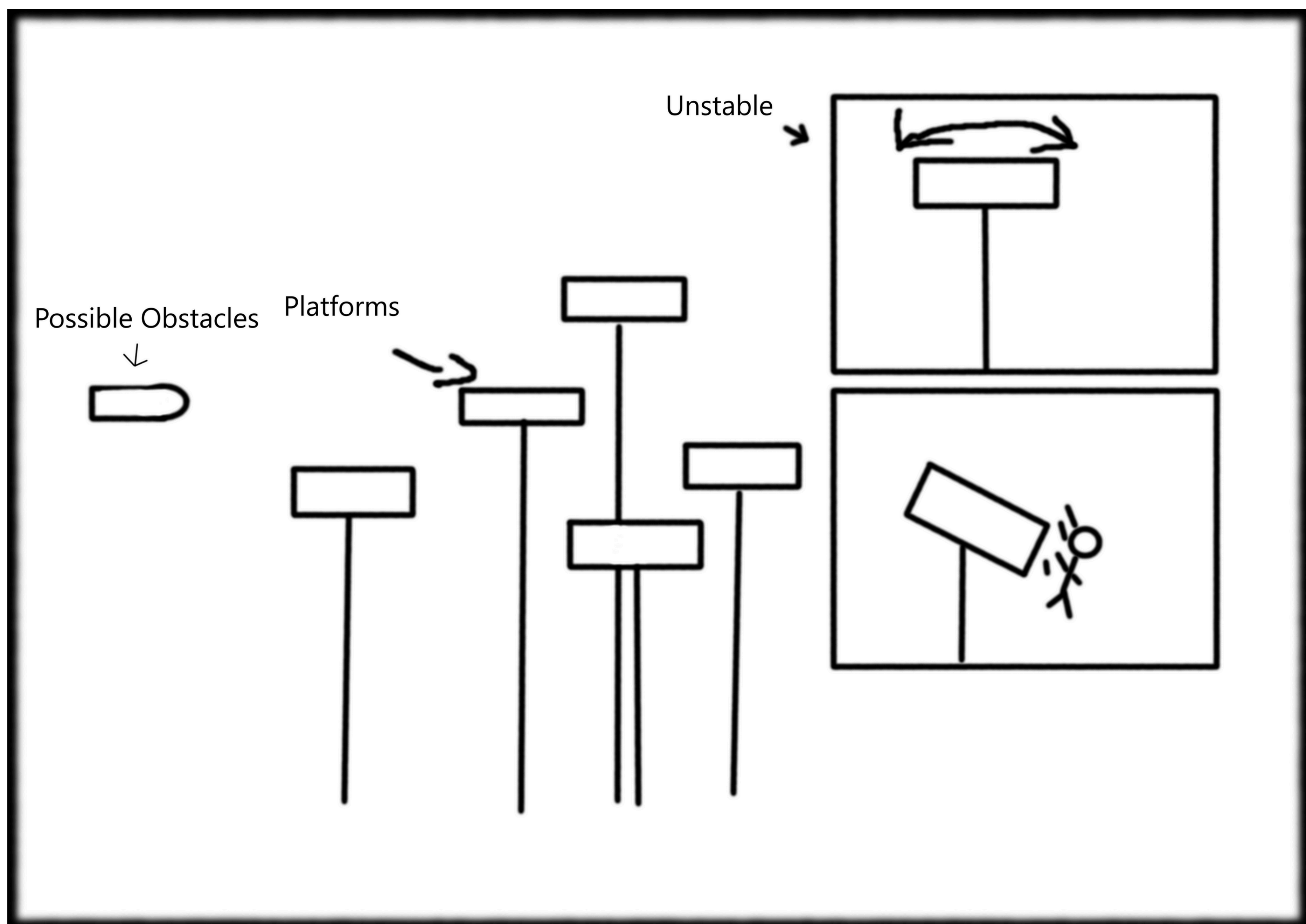


Centre Balance



Concept

A game where you have to balance on wobbly platform, and can only progress to the next platform once the current is level. You will be racing against other players or the clock (maybe both) either way, obstacles and projectiles may stand in the way and knock you back to the last checkpoint.

Platforms

The platforms will force you to try level them out before you get knocked off. Their rotation will be decided randomly to give the player a challenge needing to have keep thinking and be good with their fingers (Wink).

Projectiles

Projectiles will be sent sliding across the screen forcing pressure onto the player, getting hit by one of these slow moving projectiles will force the player off the platform and back to a checkpoint (or the beginning).

Balancing

the balancing mechanic will involve the player to use the A and D keys to keep thier centre of mass central to stay on the platform, or the player will have to input a sequence of random letters as fast as possible to maintain balance, for example the player would input “ W, A, D, E, Q” in quick succession to progress onto the next platform all the while panicking about the timer and projectiles.