

One Button Game™ WT

All you need is one finger!

Platform: Mobile iOS/Android

Players: Single player / Leaderboards

GAMEPLAY

One Button Game is a simple game to be played with one finger. The objective of the game is to last as long as possible.

Rotating Circle: A ball will revolve around a center circle which will be surrounded by an outer bumper. The player's finger will control the bumper along the circumference clockwise, to allow the ball to continue along its path. Every revolution the ball makes, the bumper gap will decrease. This will create a need for more precision from the player to keep the ball centered.

Bumper Behavior: A finger press will initiate inertial movement of the bumper. As soon as the finger is placed on the touch screen the bumper will begin to accelerate beginning slowly and gaining speed the longer the finger is held down. When the finger is released the bumper will begin to decelerate until it slows down to a stop. This behavior demands more precision from the player as they have to determine more than just the location of the ball, but the trajectory and telemetry of both sides of the bumpers so that they will not intersect with the ball.

Game Over: The game is over when the ball has touched either side of the outer bumper.

Progression: Each revolution will lessen the distance between the two bumpers which will demand more precision from the player. A powerup will randomly show up at random intervals (Every 10 revolutions, or every 8 etc.) that if they reach the power-up it will reset the bumper gap distance a

certain amount. At higher levels the power-ups will reset the bumper distance less.

POINTS/LEADERBOARDS

Points are earned for every second the ball is in motion and will multiply per revolution.

i.e.

10 points per second.

20 points per second after first revolution

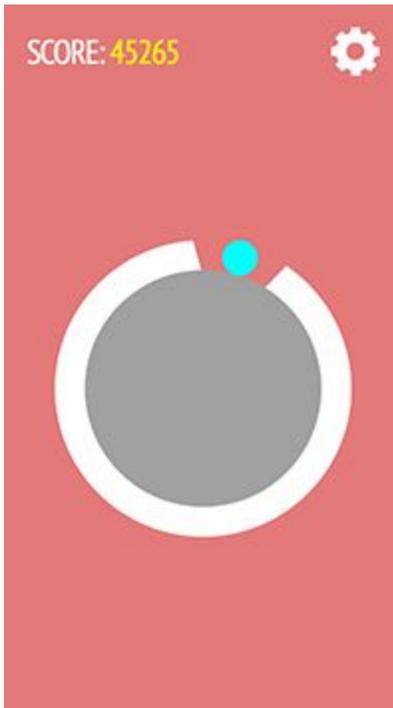
30 points per second after second revolution

so on...

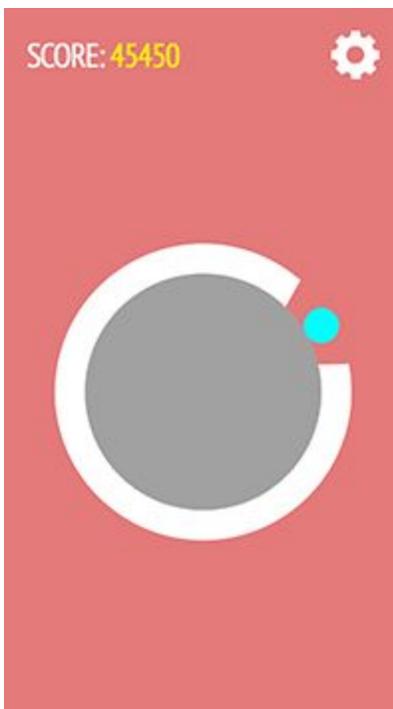
There is no continue, only game over. Leaderboards will contain the highest score / most revolutions obtained from highest to lowest and only display the top 100.

PROOF OF CONCEPT AND UI EXAMPLES ON NEXT PAGE

VISUALIZATION / PROOF OF CONCEPT



Ball begins revolution



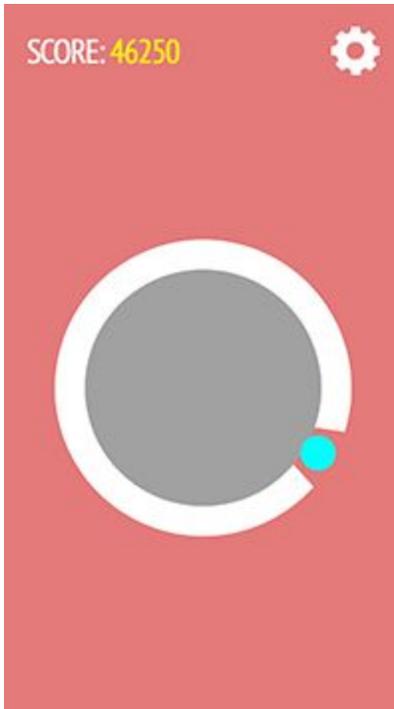
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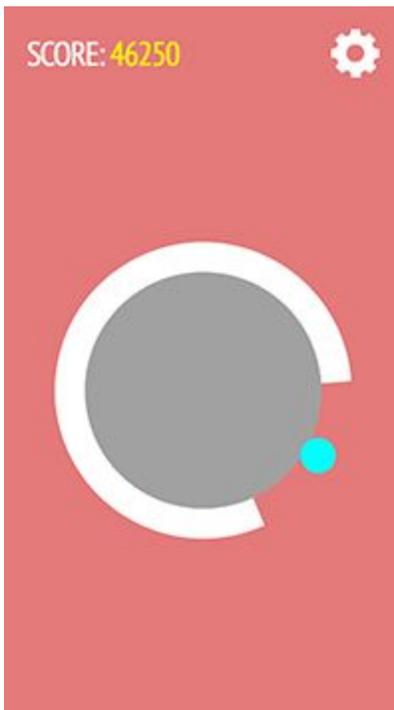
Gear icon opens simple context menu: Settings can be color themes/audio



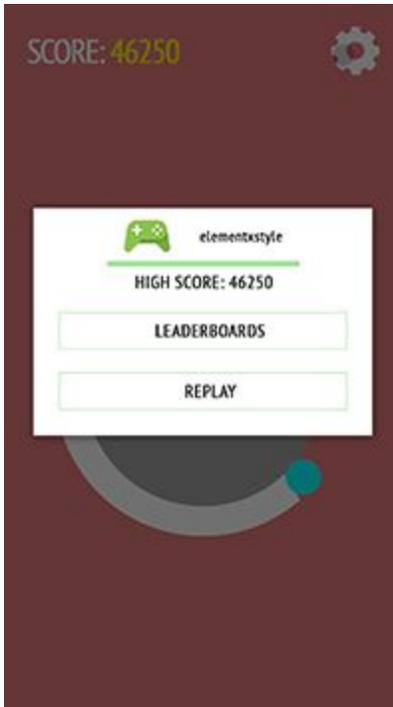
Allows you to sign in using Google Play Games / Apple iTunes



Bumper gap is getting smaller



A powerup can cause the gap distance to reset



The ball has collided with the bumper

The game is over

High Score is displayed

Visit Leaderboards or Replay

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