

# Prototype Description Document

## General Information

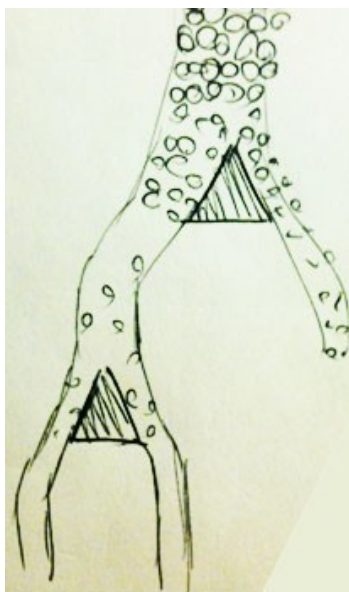
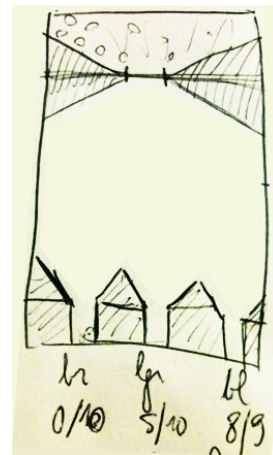
- Title: Color Cocktail
- Target Platform: iPhone
- Prototype Platform: iPhone
- Client: Crazy Monkey Games
- Estimation: 4 man-days

## Description

Color Cocktail is a physics/logic puzzle game, in which you have to paint balls that are falling from the top of the screen, and make sure the colored balls fall in corresponding buckets at the bottom of the screen.

This is what happens in a single attempt to solve a puzzle:

- You place triangles in the game world.
- When you're finished, you can start the simulation.
- A number of balls is released from the top of the screen. As they fall down, they can hit triangles. These triangles can change the color of the ball (logic puzzle) and its trajectory (physics puzzle).
- At the bottom of the screen, the balls fall into 'buckets'.
- The game is won (and the next puzzle is presented) when each bucket contains at least the required number of balls, in the correct color. The color and number are indicated near the bucket.



Each triangle has two colors; one on the left side, and one on the right side of the triangle. When a ball hits a triangle, the ball color will be blended with the triangle's color, in the same way colors of paint can be blended.

When placing the triangles, there's a menu the player can choose from.

To reset the game, you simply have to turn the iPhone upside down, so all balls fall back to their initial position.

At least 5 puzzles or puzzle variations will be available in the prototype. Levels can be added or modified in the tuning window.

## Tuning Parameters

- Number of balls
- Ball size
- Triangle size
- Level parameters
- Number of levels
- Level data