

# **Three Blind Mice**

## **All under your control**

### **Genre**

2D Maze Game

### **High Concept**

The player controls three mice that they must use to navigate through maze levels.

### **Premise**

This game consists of a fairly simple concept; get one of three mice through a maze to a door. The catch? The player controls all three mice at the same time. They start off at a certain distance away from each other and stay at those relative positions unless an obstacle interferes with their path.

Some of the obstacles in the game include walls, switches that must be stepped on, holes that if fallen through cause the level to restart and enemies that must be avoided. There may be multiple switches on one level, so the mice must be coordinated to step on both. If a mouse is hit by an enemy, the player loses one life.

### **Goal**

The goal is to make it through each level and ultimately to make it through the final, hardest level.

### **How It Works**

#### **Movement**

The player moves the mice using the four arrow keys. These are all the controls that are needed.

#### **Scoring**

Scoring is based on the amount of time left on the timer for each level. Once you complete a level, the time left is added to your score.

### **Success And Failure Conditions**

The player beats a level by making it to a door. The player beats the game by making it through all the levels. There will be a more accurate ranking system based on total score.

The player loses when they run out of lives. Lives are lost by being hit by enemies and the time running out. The player may still submit their score even if they do not finish all the levels.

Carrot Says:

**Title:** Three Blind Mice

**Written by:** WaffleCake

## **Week 2**

### **High Concept:**

The High Concept certainly gets the point across; but what the author needs to ask himself is, “does it sound like a cool or fun game just from this sentence?” That is what you want to strive for when writing the High Concept; it is the sentence that is supposed to give the reader reason to continue reading. It would benefit from having a little information on the part of the game that makes it unique or fun compared to all the other games out there.

### **Critique:**

This game is a nice and simple premise that could prove to be a lot of fun in the casual games market, especially with great personality and clever level design. There is one glaring issue that jumps out at me when reading though; the fact that the player only has to get *one* of the mice to the finish line basically means that it doesn’t matter that the other two are stuck against a wall or die even, the player only cares about one of them.

There is a chance for some interesting puzzle gameplay, which the Treatment touches upon briefly, but the current implementation leaves too many questions up in the air. I like how it begins to discuss some puzzle oriented gameplay with the switches that the mice must coordinate on, but it doesn’t mention if the mice must stay on top of the switches to keep the door or whatever open or if they just need to touch them and leave them. This seemingly simple difference can mean the world in a game as simple as this one.

Again, this could be an awesome game for the casual crowd, but that one little detail pretty much sinks the game as is. Change it from only requiring one mouse across the finish to succeed to being all of the mice, and I think this one’s a winner.

Presentation wise; Grammar and spelling are pretty solid overall, some sentences could have been combined with others to make the flow stronger. Changing the font size up a few points to squeak the document length into the two page zone is a bit sneaky, there is definitely some areas where the Treatment could have done with more detail to avoid resorting to such juvenile levels.

**Fun: B**  
**Presentation: C-**  
**Originality: B**

## **Kaiser Says:**

**Title:** Three Blind Mice

**Written by:** WaffleCake

### **Week 2**

Carrot hit the nail on the head with this one. The game might do well in a casual crowd, but there just isn't much going on here. The details are so lacking on any important features that I can't really depict an image in my mind of where this game would be fun. Personally, button-pushing puzzles seem kind of played out to me, and very standard mechanics for a computer-based maze game. It's not that these aren't fun, but it doesn't really strike me as anything new.

The initial concept is interesting, though. I like having to worry about three different mice at once, but it seems like a lot of the emphasis isn't even on this. I think a more interesting goal, rather than only requiring one mouse to finish, would be to require all three mice to join up, and *then* cross a finish line in unison. Make it so there's no clear place for the mice to meet up, and keep the puzzles you mentioned intact. As it stands now, the game really don't strike a chord as being anything new or interesting.

With the presentation, the increased font sized is kind of suspect, and the lack of detail really hurts it. I think this idea could have used some more thought before being submitted.

**Fun: B-**  
**Presentation: C**  
**Originality: C+**