Title: Construant
Genre: Puzzle
Control scheme: Standard video game controller (i.e. 360/PS3/Gamecube)

High Concept

Players take charge of one of a group of ants, eventually building castles in the sky.

Premise

Construant is a level-based puzzle game where ants automatically build a structure. The player's role in this is to prevent anything bad from happening to the ants.

Obstacles hinder the construction of the fortress – for example, falling rain will wash away layers of sand, and the player has to take care that the building ants do not get washed away.

To aid this, the player is given the ability to turn back time a set number of time.

Goal

The ultimate goal of the game is to build structures to get the ants to their destination.

How It Works

The major gameplay element here is the cooperation involved.

In a level, there might be something that the player has to get rid of in order to build a bridge, like a stray vine. However, destroying the vine would result in the ant falling to its death. Therefore, the player has to reverse time and use Ant #2 to glide on a leaf and catch Ant #1. More examples of actions – ants destroying things, fighting enemy insects, placing and picking up blocks of sand, and calling other ants.

There might be multiple tasks needing attention concurrently at any one time, with many ants involved, and the player has to solve all the problems quickly before all the ants die.

Areas are displayed in a "isometric" 3D perspective, except when the player zooms into the individual missions, where the camera switches to a 2D sidescroller perspective.

The actual building of the structures are not done by the player, instead the ants automatically go into "building mode" when they are safe. However, the player can control whether they want the ants to build upwards, or sideways, and where the ants should be building, to enable the ants to reach the level exit. Furthermore, if a structure is unstable, it might collapse…

Success and Failure Conditions

If all the ants die, the player has to start over from the beginning of the level. The level is cleared if the player successfully gets the ants to the destination stated in the level objectives.

Kaiser Says:

Title: Construant

Written by: Riyunoa

Week # 2

High Concept: I don't know how much light it sheds on the type of game, but I have to admit I instantly thought of an ant farm, which made me smile.

Critique: This game strikes me as being similar to a game like Lemmings. The game relies on getting your ants to co-operate together to form a single task (in this case, getting to an exit through building structures), but with the major difference being that you're not limited to a "point-A to point-B" timeline.

You don't go into a world of detail about how the time travel will affect things, especially when you consider that there could be multiple challenges going on at once, as you say. The time travel in this game may not always be a necessity, but rather a luxury for a large portion of the game, which I view as a good thing, personally.

I would like to know a bit more about the puzzles, especially regarding the structures being built. I can visualize a few possibilities in my head, but I'm very curious what you had in mind that would require the management of what direction the structures are built. You do mention that there are certain events that can destroy the building, and that the player will need to see to it that this doesn't happen, but you never really go into what it is the player does to do that.

Overall, this idea sounds very interesting, and has a time travel element that is useful, but possibly not forced upon the player. I would have appreciated a little more detail about the challenges that the player would face, but at least the general idea of the game came across well. This game definitely has some potential.

Fun: B+
Presentation: B+
Originality: B

Carrot Says:

Title: Construant

Written by: Riyunoa

Week # 2

High Concept:
The High Concept sets the stage for what the player can expect from the game, but I think it would do well to make mention of the time travel mechanic.

Critique:
This game sounds like it could be really fun and interesting, especially with a light and whimsical art style. I have to say that I agree with Kaiser in the respects that I wish there were more details about the time travel mechanic given. Some better examples of the mechanic in action would go a long way towards fixing that.

One thing that has me a bit confused is the apparent lack of the player cooperating with themselves. As it currently is; the A.I. controlled ants do all the cooperating, the player just delegates tasks to the ants and rewinds time a bit when the need arises.

I too have a tough time envisioning the use of the time rewinding mechanic as little more than a superficial gimmick, the current implementation doesn't sound like it would be required to complete puzzles. The given rain example doesn't make too much sense, wouldn't the rain just come back again? Perhaps some concrete examples would alleviate that feeling I have that this mechanic is the same as the one used in the newer *Prince of Persia* games.

The presentation is top-notch, I only saw a couple of negligible grammar errors and the format does well to help make the read easy.

Overall; I can see this game being fun, but the one thing that I would really want to see in a game like this is heavy emphasis on physics based gameplay.

Fun: B-
Presentation: A
Originality: B