

## **Title: WiiExpand**

Explore a world where you make it as large or as small as you want, turning giant enemies into ants and ants into giant partners in this epic platformer!

### **Concept Overview**

**Genre:** Platformer/Action

**Story:** As a young boy, your oppressive family leads you to story books filled with adventures. Through these mystic adventures, you wished that they weren't just bigger than life, but real. Engulfed by them he begins to imagine his life inside them and is transported. Through each story, he'll learn a lesson on why no matter what size you are, you can make a difference.

**Gameplay:** Players will have to jump, dodge, attack, and resize all at the same time in most instances. Enemies will challenge the player to figure out how to attack them, or use them to solve puzzles or to increase their chances of taking out even more enemies. Players will be put into special situations that will only happen in certain levels, but still rely on regular controls and functions. Players will also have moments where they have tutorials explaining how to use the resizing function on enemies and objects. These will be in-game sequences that have step by step instructions on how kill these monsters. This will not always be the case though, but there will be clues if the player decides to use the resize function on enemies.

Players will traverse the levels, figuring out how to use the resizing power on puzzles. All enemies will have a certain way to resize them and different ways to dispatch them.

### **Developer Goals**

- Make a balance between interactive motion and action that is fluid.
- Have a puzzle world of interaction based on resizing, including the enemies as mini puzzles.

### **Selling Factors**

- Platformer that is recognizable yet has new features that can intrigue more than just a glimpse.

### **Unique Selling Points**

- Solve puzzles and defeat enemies by changing the size of almost anything!
- Explore a world that ranges from pirates, knights, and into the future.
- Intense action, as you try to leap, run, attack and resize everything all at once!

### **Target Market**

ESRB Rating: E 10+

Demographic: Boys and girls around the age of 10 to teenagers all the way up to 19 and into the mid twenties.

### **Platform/Hardware**

System	Offline Play	Online Play	DLC
Wii	Motion Control	2 vs. 2 Battles	None
PC	Level Editor	2 vs. 2 Battles	Level Sharing

### **Competing Games**

- Super Paper Mario (Wii)

Solving puzzles, shape shifting enemies, and exploring the world where anything can change size... and will!