

# Bug Brain

## GAME CONCEPT DOCUMENT

### INTRODUCTION

*Bug Brain* is a logic-based puzzle game for the Mac and PC that challenges players to discover the classification rules for new species of bugs by inspecting visual characteristics of specimen, and comparing them to known members and non-members of the species.

### DESCRIPTION

To begin a new level you select a species to identify. You select the species Prolixus and are presented with two bugs in your collection case. The first, a blue bug with 6 legs is identified as belonging to the species Prolixus by a green pin placed next to it. The second bug is black with 4 legs and is marked with a red pin. This bug does not belong to your species.

Next you are presented with an unidentified bug. Do you think this bug belongs to the species Prolixus? If you guess correctly you will add points to your score. The new bug has an unusual body shape, but it is blue with 6 legs like your positively identified sample bug. You guess this probably is one of your bugs. Correct! You score 20 points and the bug is added to your case with a green pin. The next bug is also blue with 6 legs so again you guess that this is a Prolixus bug. Incorrect. No points are awarded and the bug is added to your case with a red pin. You notice that although this bug is blue with 6 legs, it also has wings. Prolixus bugs must not have wings.

As you progress through the bug samples your guesses become better and better as you have more positively and negatively identified samples in you case. After a few minutes of guessing you think you may have the classification rules for Prolixus figured out. You now have a decision to make. With each new sample that you view your Level Bonus decreases. Continuing to view samples will further deplete your potential bonus. But trying to pass the level prematurely is risky. If you are wrong about what it takes to make a Prolixus bug, you'll lose all your points.

You decide to go for it. For your final test you are presented with 5 sample bugs. You must identify all 5 of these correctly in order to win the bonus and progress to the next round. If you get even one wrong, you will lose all your points. The pressure is on!



#### KEY FEATURES

- + Using accurate terminology in the game teaches players about real- world entomology, even though the bugs they are working with are not real. An integrated in-game glossary will allow players to select an unknown word and immediately discover its meaning.
- + Updateable level packs introduce new graphics and new bug challenges.
- + A Bug Creator mode allows players to create new species (levels) for other players to download and play.
- + An online community allows members to share user-created levels.

#### GENRE

*Bug Brain* is a single-player puzzle game based on logic deduction puzzles.

#### TARGET AUDIENCE

*Bug Brain* will be targeted at boys and girls 10-20 years old. Scalable levels of difficulty will ensure that the game is challenging for elementary school children as well as adults. The ideal player will be an intelligent puzzle enthusiast with an interest in science and nature.

#### LOOK AND FEEL

The game environment will resemble the workbench of an entomologist. Most of the action will take place within a wooden insect collection box. Text labels will appear on yellowed note cards, either handwritten or in the style of an old typewriter. Other visual elements will include pins, tape, and glass.

#### CONCEPT ART

