

Game Overview

THE RELAX

Overview

Genre	Puzzle
Platform	Mobile
Controls	Touch
Art Style	Minimalist
Target Audience	+6
Monetization	Buy to play
Price	2.99\$

Concept

Our aim is to reveal the correct form of the figures related to the subject in certain chapters and to advance to the next level.

Team

- Programmer: Bekir Ekiz, Mert Ömer Aslan
- Artist: Baykutay Hakan Kaya
- Sound Designer: Murat Aydın, Mert Ömer Aslan
- Game Designer: Murat Aydın, Mert Ömer Aslan

Gameplay

Objective

Solving the object.

Game Progression

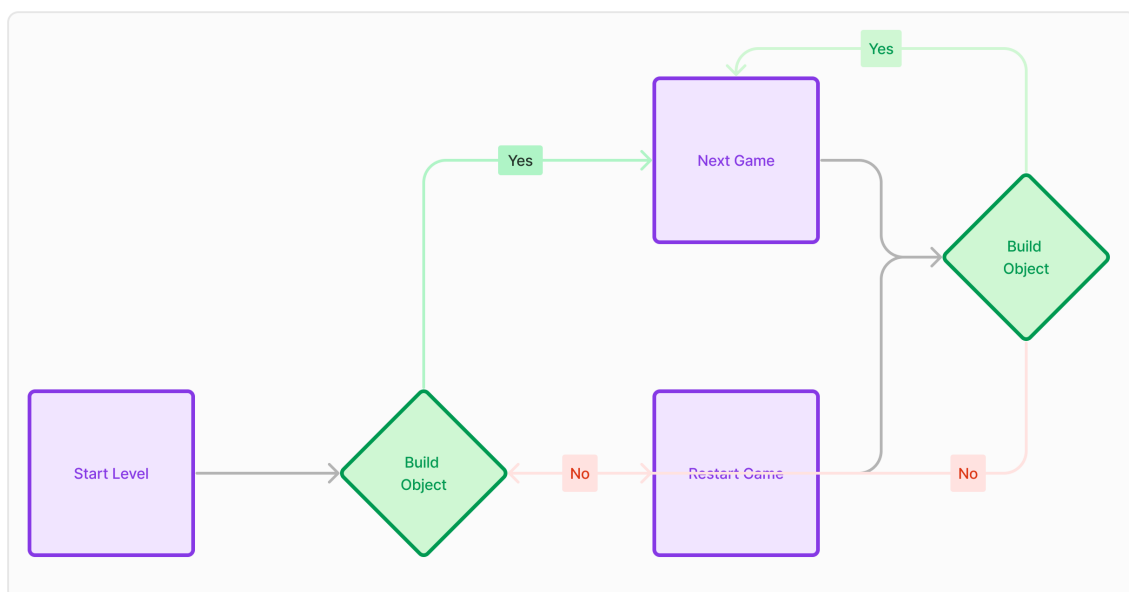
Starting with 2x2 divided shapes and increasing the number of divisions up to 5x5, you can easily solve the correct form of the shapes and pass the levels without any stress, starting with the core mechanics at the beginning and adding mechanics as you pass to each new Chapter.

Core Mechanics

Rotate the pieces on the screen by clicking on them with certain angles to align the pieces to the correct angle and position.

Game Loop

By clicking on the pieces, the player creates the correct form and moves to the next level.



Mechanics

Core Mechanic

Rotate the pieces on the screen by clicking on them with certain angles to align the pieces to the correct angle and position.

Affecting Lines

When we rotate certain pieces it causes some pieces to rotate.

Swipe

It is the displacement of only the parts located side by side and one under the other within the determined area.

Flip Horizontal

Flipping the piece horizontally from its midpoint.

Flip Vertical

Flipping the piece vertically from its midpoint.

Opening And Closing

Opening

The original state of the object we need to solve at the beginning of the game is coming. Then the pieces mix and the shape gets a mixed look.

Closing

It is the scene that appears on the screen when the game is over.

Progress

There will be 60 levels in total in the game. 60 levels will be divided into 3 groups among themselves.

Very Easy

The very easy levels will practically play themselves. You might not even need to lift a finger, just sit back and enjoy the show!

Easy

The easy levels will not give the player too much trouble and will demonstrate how the mechanics can be used in various ways.

Medium

Medium difficulty levels will show you how various uses of the mechanics will become more difficult.

Hard

The medium difficulty levels will demonstrate how the various uses of mechanics will become more challenging.

Very Hard

The very hard levels will make you question the meaning of life, the universe, and everything in between. You'll probably develop a newfound appreciation for patience and perseverance.

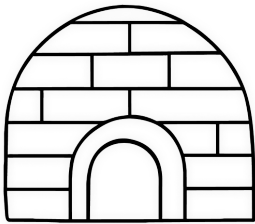
Impossible

The impossible levels are like trying to find a needle in a haystack, but the haystack is on fire, and you're blindfolded. If you manage to conquer these levels, you might just be ready to take on world domination.

Chapters

Chapter 1 - Pole

Core Mechanic



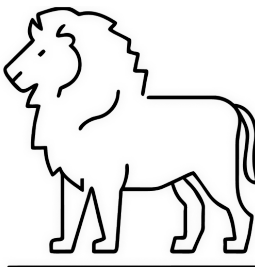
Chapter 2 - Middle Asia

Adding new Mechanic: Affecting Lines



Chapter 3 - Animals

Adding new Mechanic: Swipe



Chapter 4 - Pirates

Adding new Mechanic: Flip Vertical



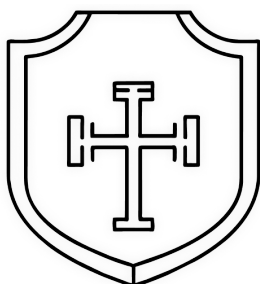
Chapter 5 - American Culture

Adding new Mechanic: Flip Horizontal



Chapter 6 - Byzantium

Trying to match all mechanics



User Interface

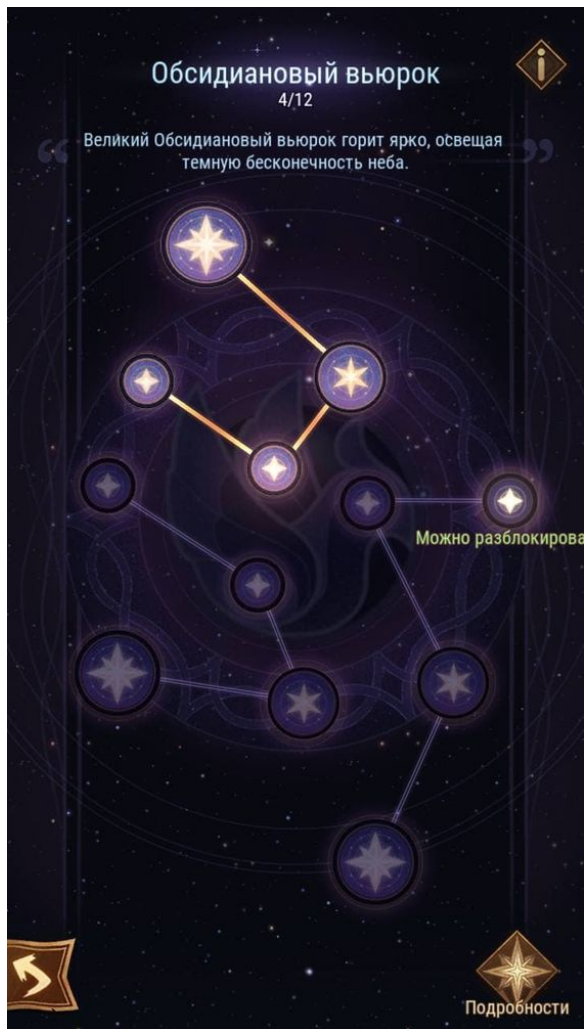
Start Screen

We click on the screen and start the game.



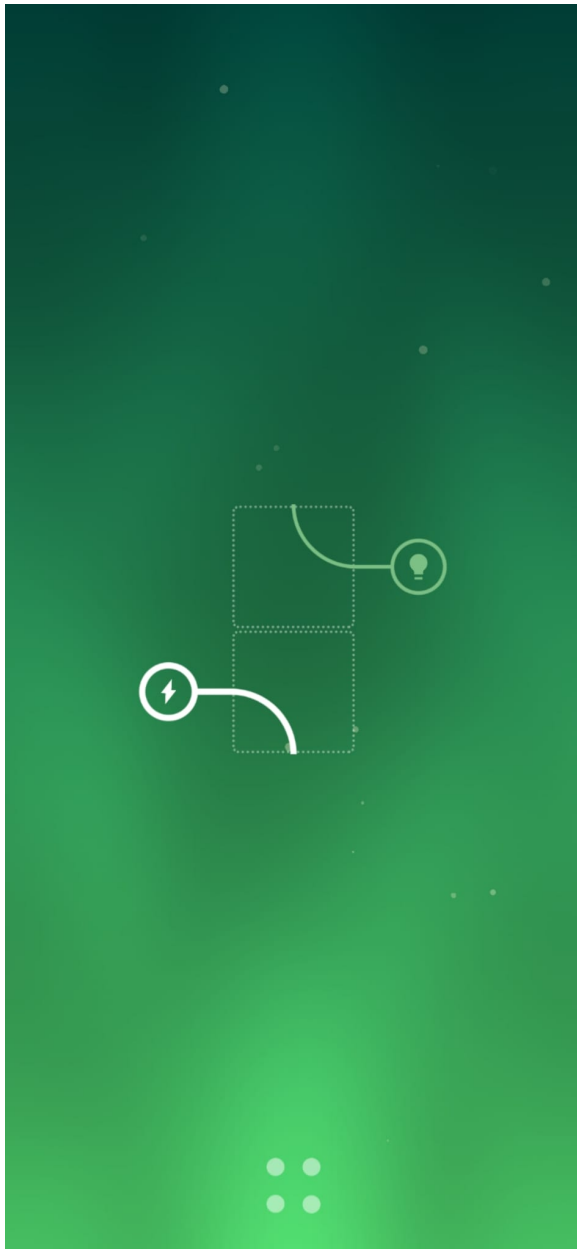
Level Selection

We enter the level by choosing one of the open levels.



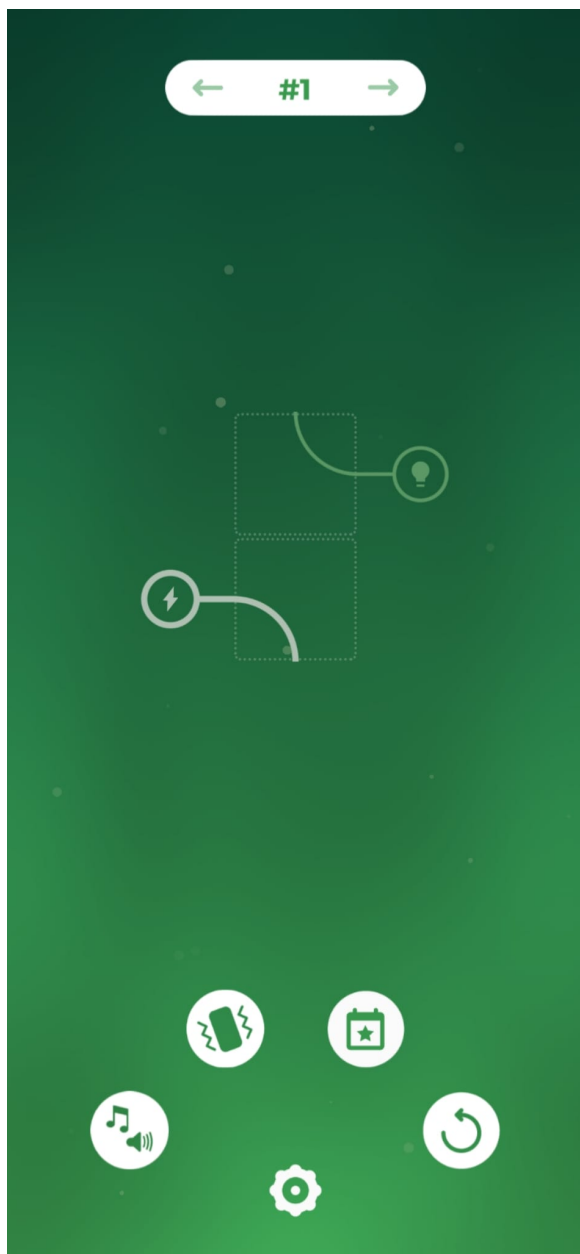
In-game Screen

There is a settings button in the middle bottom.

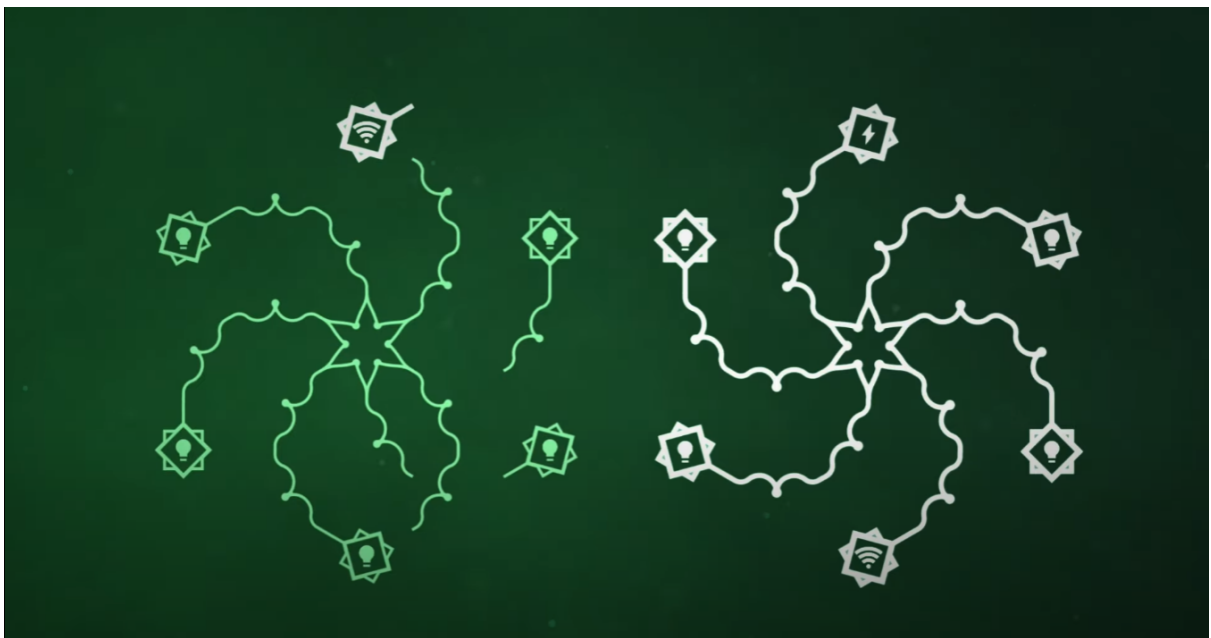
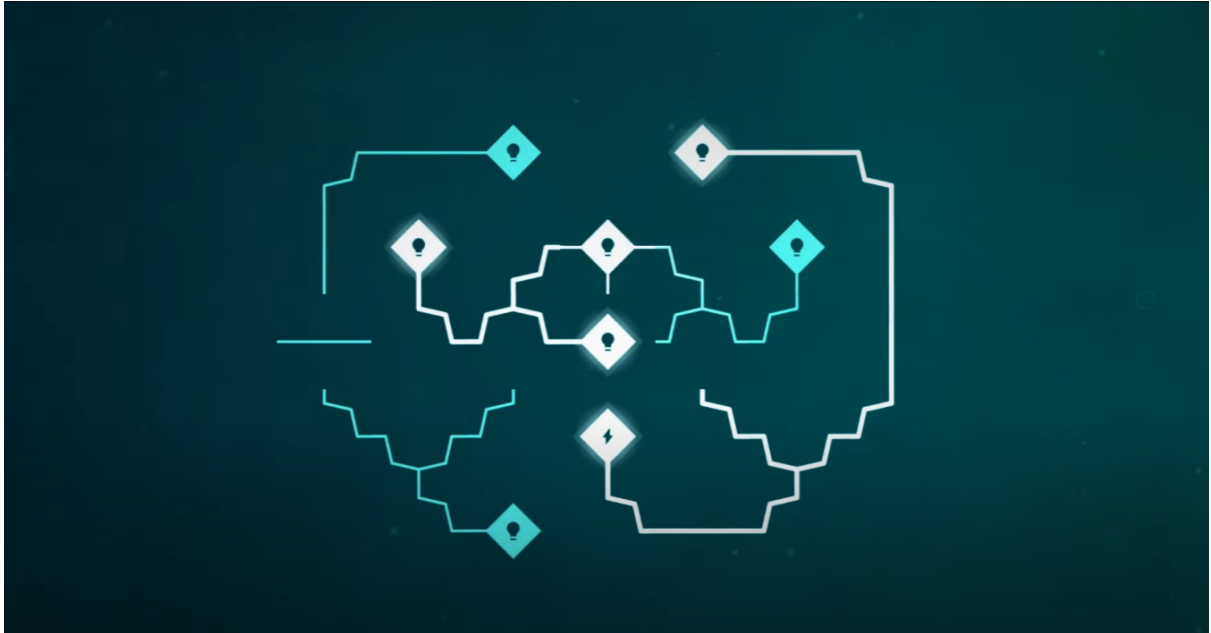


Settings Screen

There are volume on/off buttons, volume reset, vibration on/off buttons in the settings.



Background



Object

Mechanics

Sound

Click Sound

The sound made when clicking in the game.

Game Opening Sound

The sound that will be played when the game screen is opened.

Pieces Rotating Sound

When the player turns in the pieces, a sound effect will play to indicate the change in direction.

Mechanical Sound

The mechanics in the game make a sound when they move in the game. There are currently 4 mechanics in the game and each of these mechanics will have the same sound.

Pieces Sitting Sound

The sound when the line is in the correct position.

Pieces Opening Sound

The sound when the line is on the screen.

Pieces Disappearing Sound

The sound from the lines that disappear when the level ends.

In Game Play Music

The song or songs that will be played instantly in the gameplay.

Settings Opening And Closing Music

Settings Opening

The sound when I press the Settings icon.

Settings Closing

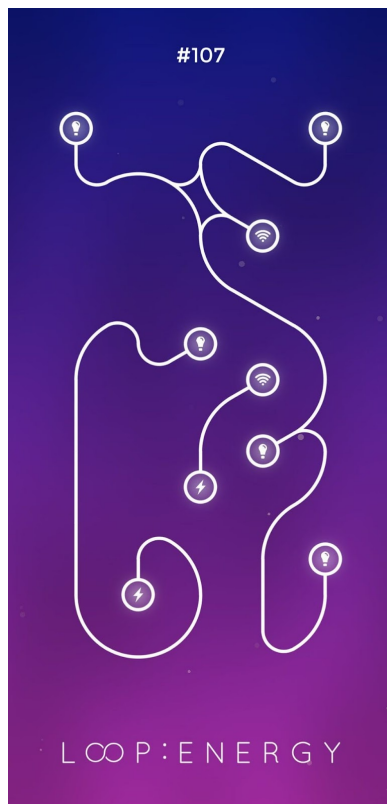
The sound when we close the settings.

References

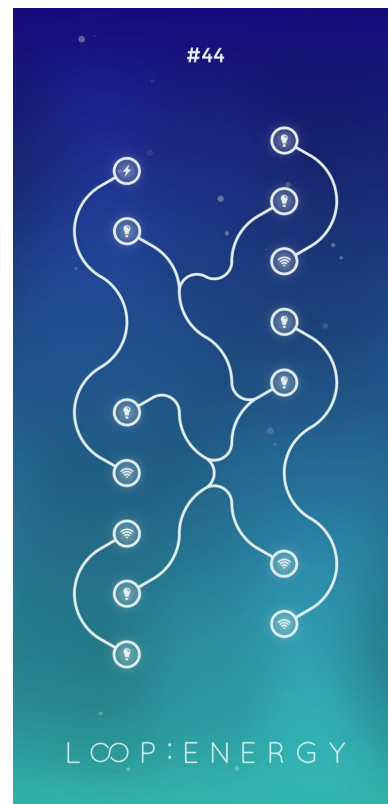
Game References

Game Name:

Infinity Loop: ENERGY



[Google Play_\(Android\)](#)



[App Store_\(iOS/iPhone/iPad\)](#)

Target Platforms

Google Play

(soon as posible)

App Store

(soon as posible)