

Steamboat Wheel

Macro design

Overview

The players will control a steamboat with a crane and they will explore a huge river riddled with treasure to discover riches and new locations. The players may upgrade the boat to grab bigger, heavier treasures and reach farther locations. The players may also gamble with a spinning wheel to gain rare and exclusive resources.

Gameplay 1

The Wheel

The player can spin a wheel to gain exclusive and rare resources. The wheel will show the various sections that the player can roll with each spin; the wheel can be spun for free only a limited amount of times every day.

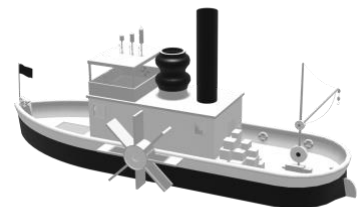
We are thinking about the possibility that when a section of the wheel is rolled, the section can be removed; the wheel will reset all removed spots sometime after the first spin of the day.



Gameplay 2

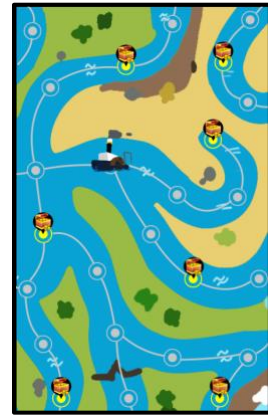
The Boat

The Steamboat is equipped with a crane that the player will use to grab the sunken treasures of the river. Many parts of the boat can be upgraded and each part contributes to upgrading different aspects of the gameplay (for example, a better crane goes deeper and finds better treasures, a better engine makes the boat explore farther, Ecc...).



The River

The river can be explored by the players. There are different zones, some only accessible with the proper boat upgrades, but they hold many more valuable treasures in comparison to the starting zone. The players will not know how the river is shaped, so they will have to discover every section by themselves.



The Crane Minigame

When a player reaches a treasure zone, he may deploy the crane to start the treasure hunt minigame. The minigame is very similar to “ninja-fishing”. After the player dodges a few obstacles, he may reach the treasure chest. The crane will automatically grab the treasure. That the treasure chest opens and the content will be revealed to the player.



Monetization

The game will feature in app purchases such as resources or custom skins, and some on demand rewarded video advertising.