Outline Proposal and Design
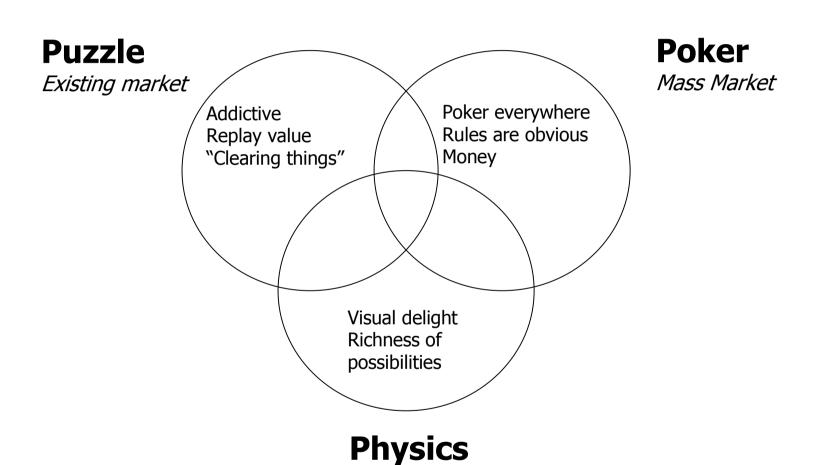## Nintendo DS and for Nintendo Wii (maybe)
For Nintendo

2nd July 2007

Poker Blocks appeals to 3 audiences

Puzzle
Existing market

Poker
Mass Market

Addictive
Replay value
"Clearing things"

Poker everywhere
Rules are obvious
Money

Visual delight
Richness of
possibilities

Physics
Hardcore

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Key Enhancements

- 8 Game Modes
- Multiplayer enables competition
- User content creation and sharing
- Graphical Polish
- Enhance casino storyline

8 Game Modes + Multiplayer

	Classic	Time Attack	Challenge	Competition
Bouncy Rules	Y	Y	Y	Y
Sticky Rules	Y	Y	Y	Y

- Multiplayer is possible on each of the above

Creating and sharing generates the Buzz

- Users can create their own levels and share them:
  - Define Puzzles from pre-set rows at the bottom
  - Create Physics environment: gravity, friction, mass, torque
  - Change parameters #blocks, range of blocks, speed etc.
- Players can share and send movies
- Shared high score tables

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Graphical Polish + Storyline

- Graphical Polish
    - Front end menu system
    - Particle effects
    - More Poker Block decks
- Enhance Storyline
    - Play in rooms within each casino
    - Enhance emotions through animations
        - Winning, losing, upgrading car

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Nintendo Wii Version (maybe) Wii

- Single game is intact
- Multiplayer uses split screen
- Take advantage of new features
  - On screen pointer = mouse
  - Motion control to drag and drop / throw blocks
- Co-op multiplayer possible
  - Simultaneous
  - Turn based

    "My turn!
        No your turn!"

Two players could play simultaneously on the same screen with two pointers

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