



ReinGOLFated

Strike, Hole, Repeat

Overview

The game starts with the final hole during an International Golf Tournament, during the last shot the golf ball, which represents the player, breaks.

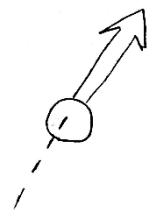
Since the ball didn't succeed in making the final hole it will reincarnate in another almost-spherical, non-animated, object and since it was a golf ball it has only one objective: to hole. Every time it will do that the golf ball's soul will reincarnate in another object, can it become again a golf ball?

Core Gameplay

The main mechanic will be the drag and shoot, applied to spherical object, in order to hole. The game will be intended for casual players.

Through some environmental puzzle the player must have to find the spherical object that will be the "hole" and avoid falling.

Since the objects will not be always perfect sphere there will also be difference between every level and the player will have to check the shape of the object before start aiming to the hole.



Conclusion

The game will offer new way to use creativity to solve these environmental puzzles, and the player could become almost everything, like a soccer ball during a soccer penalty. Will be the player able to turn again in a golf ball and do what he had failed to do?