



SALAAR ZAHID

MERAAL MATHAR

SHAYAN AKHTAR KAZI

# SKY FALL



THEME:  
HYPER-CASUAL

- LIGHTWEIGHT GAMES WITH SIMPLE MECHANICS
- NOT ONLY INSTANTLY PLAYABLE BUT INFINITELY RE-PLAYABLE
- HIGHLY ADDICTIVE AND ENGAGING TO PLAY



# GAMEPLAY

- SINGLE PLAYER (**OFFLINE**)
- HYPER-CASUAL (**MOBILE-DEVICE**)
- LOW-POLY/MINIMALIST THEME
- TOUCH CONTROLS ARE USED TO MANIPULATE THE CHARACTER TO AVOID OBSTACLES AS THEY FALL
- THE LOOK AND FEEL OF THE GAME WILL BE LIKE MOST HYPER-CASUAL GAMES (IF IT AIN'T BROKE, DON'T FIX IT)
- WHERE THE PLAYER CONTROLS ONE CHARACTER AND USES THE LIMITED MECHANICS OF THE GAME TO MANIPULATE AROUND APPROACHING OBSTACLES

# GAMEPLAY

- AT THE START OF THE GAME THE CHARACTER WILL BE SHOWN AS JUMPING OUT OF AN AIRPLANE AND THEN THE GAMEPLAY STARTS.
- THE PLAYER CAN THEN USE THE TOUCH CONTROLS TO MANIPULATE THE MOVEMENT OF THE CHARACTER WHILE FALLING TO AVOID OBSTACLES IN THE SKY.
- THERE ARE #10 LEVELS IN THE GAME
- EACH LEVEL HAS DIFFERENT OBSTACLES AND OBSTACLE VARIATIONS WITH VARYING AMOUNTS OF DIFFICULTY WITH THE LEVEL OF DIFFICULTY GETTING HIGHER AS THE PLAYER PROGRESSES THROUGH THE LEVEL.
- THE MISSION OF EACH LEVEL IS TO REACH THE GROUND WITHOUT HITTING ANY OBSTACLES.
- IF A COLLISION WITH AN OBSTACLE OCCURS, THE LEVEL ENDS AND MUST BE RESTARTED.



# CODE ELEMENTS

- LEVEL MANAGER
- ACCESS OF ROOT OBJECTS IN DIFFERENT LEVELS
- SAVE PREFERENCES
- GAME FLOW WITH START OF LEVEL
- ANIMATIONS AND GAME WON AND LOSE SCENARIOS
- UI MANAGER

# LEVEL DESIGN

- ODD NUMBERED LEVELS INTRODUCE NEW ENEMIES
- EVEN NUMBERED LEVELS INTRODUCE ALL PREVIOUS ENEMIES INCLUDING A NEW ONE
- THE PROGRESSION OF ENEMIES ARE AS FOLLOWS:
  - DUCK
  - BALLOON
  - HOT-AIR BALLOON
  - AIRPLANE
  - UFO

# AESTHETIC

- THE GAME WORLD HAS A LOW-POLY ALMOST 3D BUT 2D FLAT LOOK TO IT
- ALL ASSETS USED IN GAME ARE CUSTOM MADE
- SIMILAR TO MOST HYPER-CASUAL GAMES WITH A MINIMALIST APPROACH TO VISUALS COMPLEMENTING THE MINIMALIST MECHANICS OF THE GAME

# AUDIO PROFILE

- THE GAME FEATURES CONSTANT ARCADE MUSIC PLAYING AND LOOPED IN THE BACKGROUND.
- THERE ARE SOUND EFFECTS FOR THE COLLISIONS AND WHEN THE CHARACTER SUSTAINS DAMAGE AND MUST RESTART THE LEVEL





## MEMBER PARTICIPATION

- SALAAR: CODE AND BACK-END
- SHAYAN: UI, GRAPHIC ASSETS, SOUND AND FRONT-END
- MERAAL: WE DON'T KNOW WHAT MERAAL DID, BUT WE LOVE HER AND WANT HER TO PASS

- SADLY, BB-8 WAS NOT PART OF THE TEAM

\*EPSTEIN DIDN'T KILL HIMSELF

FÍN\*

