

End of the World, Start of an An Adventure

Edward Guzman

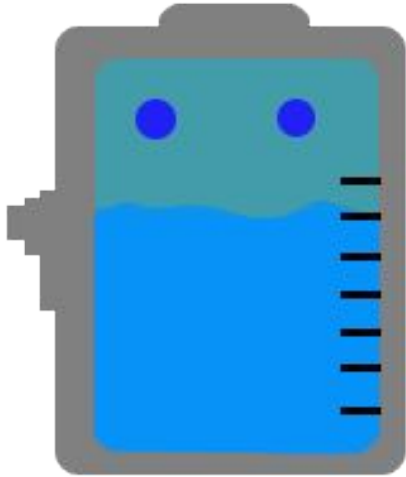
Characters

- Characters in the game will resemble objects in the real world
- Players will start off with the Bapple Ifighter, a smartphone
- It has four skills: Customer Service, Smart Punch 2.10, Wrong Number!, and charge

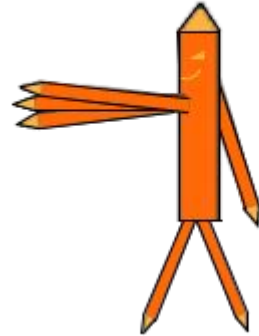


More Characters

Bottle Boy

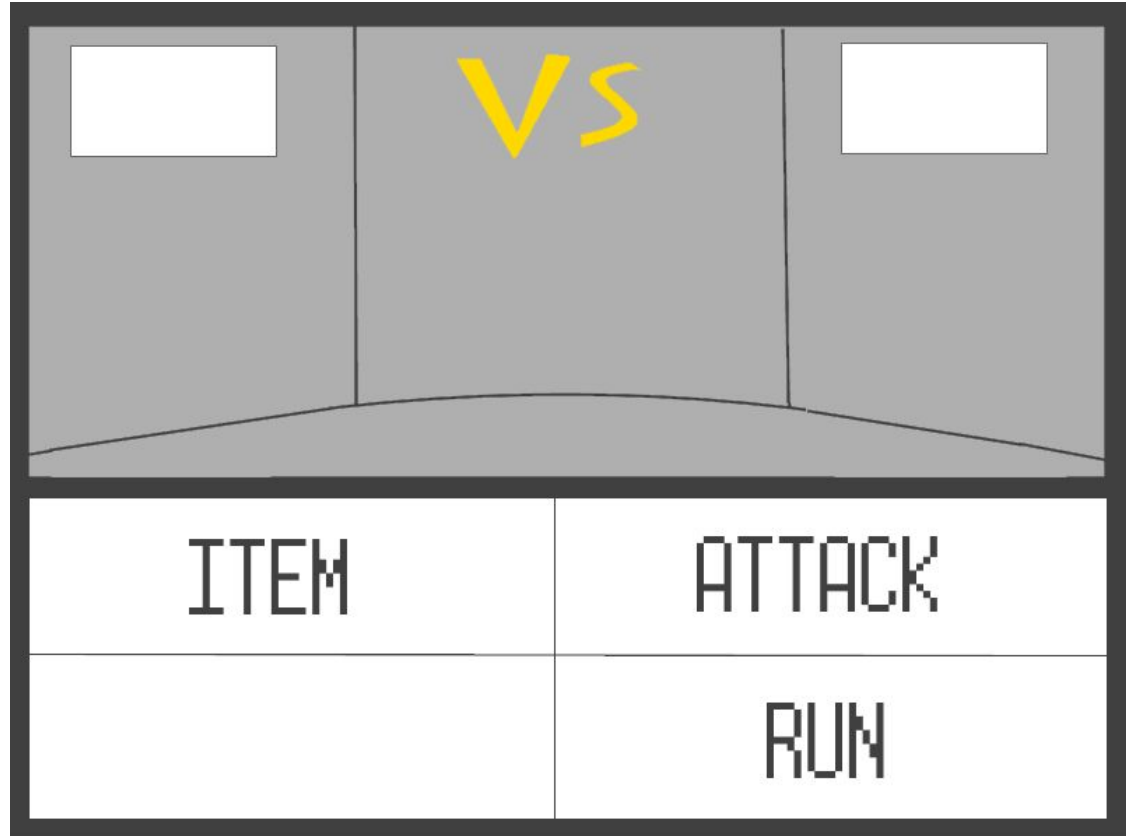


Penciler

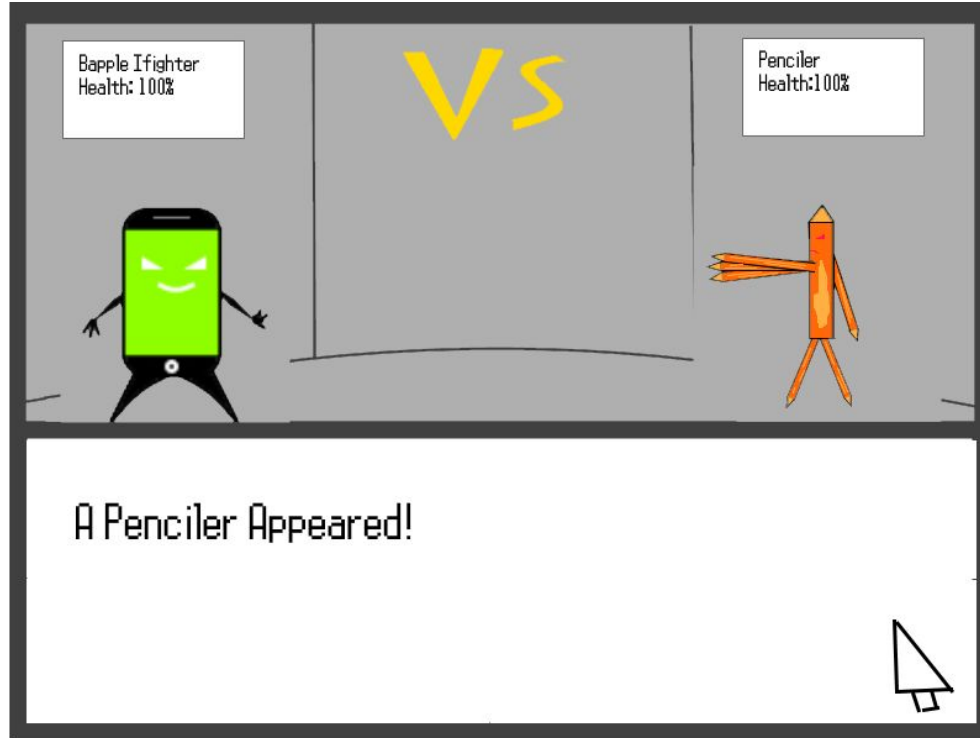


Battle Scene

- The Player's character will appear on the left while the enemy will appear on the right
- Players will have three options during a battle

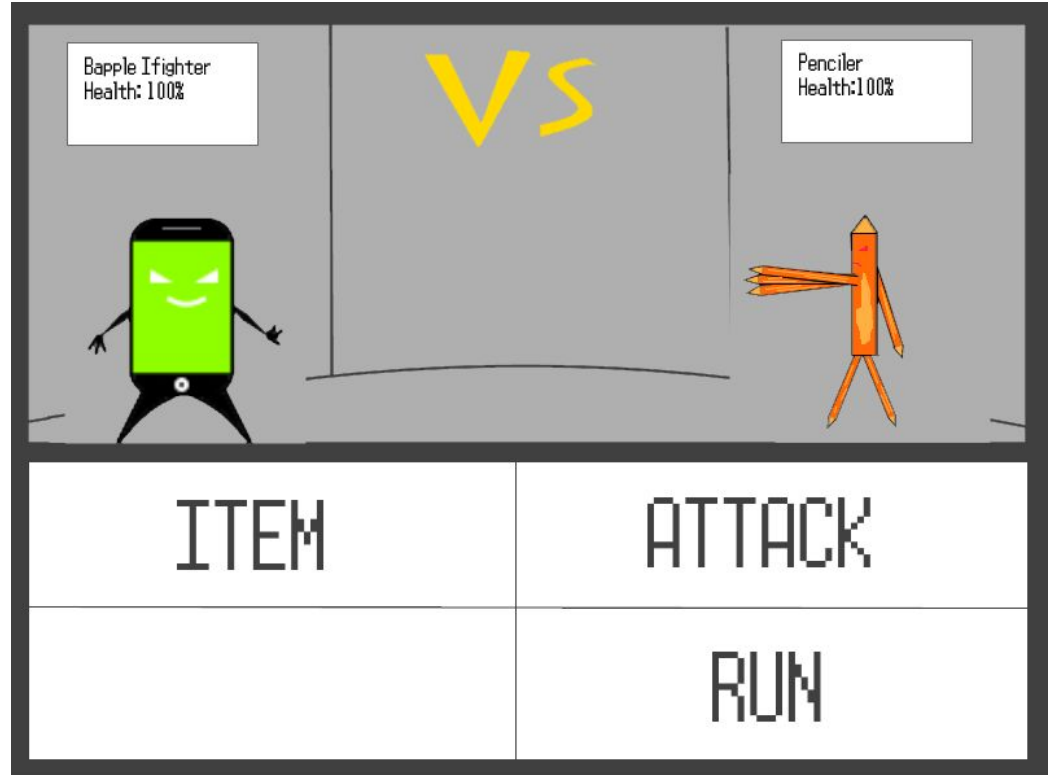


Battle Scenes: Start of a Battle

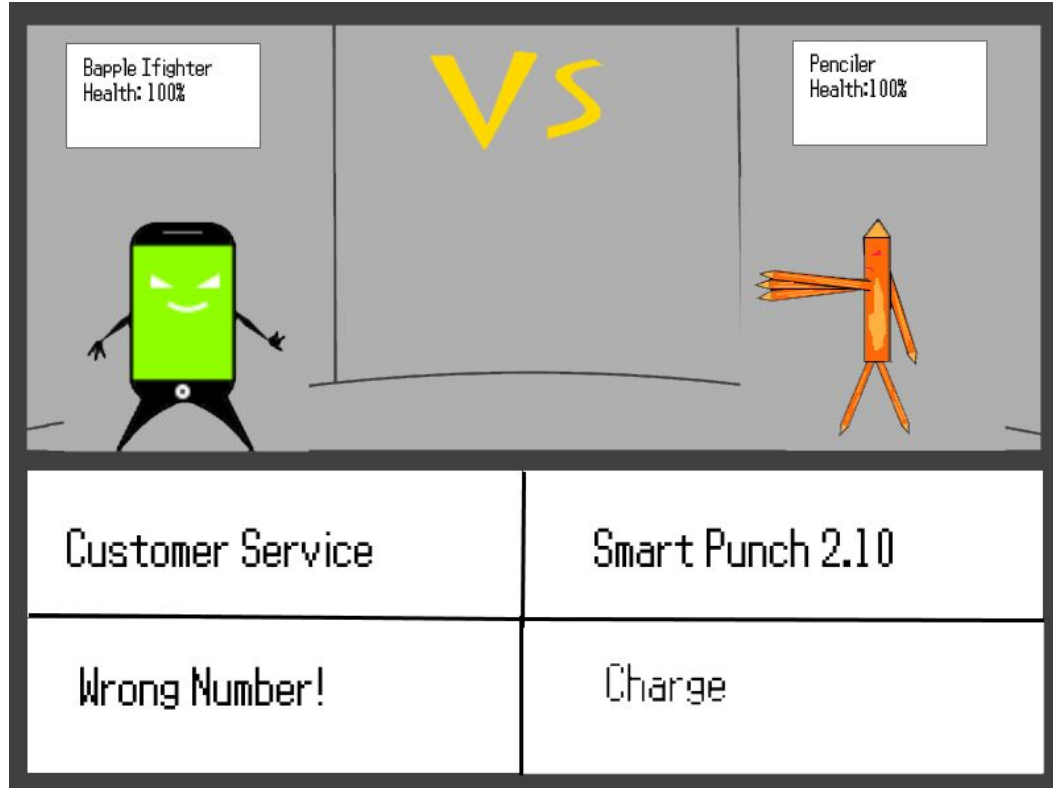


Battle Scenes: Attack Options

- Item
 - Use an item that has been obtained from a previous battle
- Attack
 - Use character skills
- Run
 - End the battle



Battle Scenes: Attack

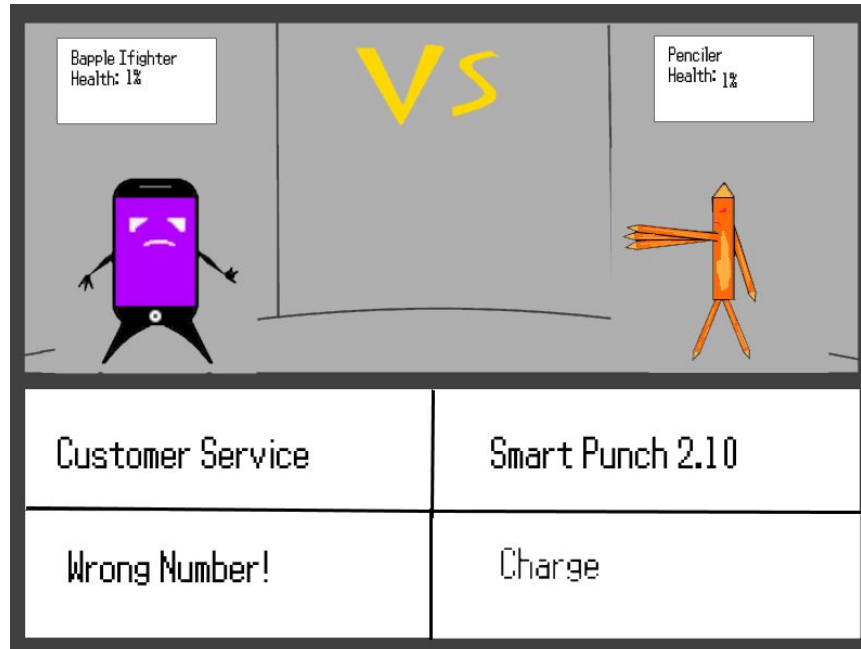


Game Mechanics

- The core mechanic of the game is using skills to defeat enemies
- This is done by selecting skills from the options (as seen in the last slide)
- The strategy within the game revolves around selecting the right skills at the right time
- At the end of a battle, the player will receive an item if they win

Sprite Change

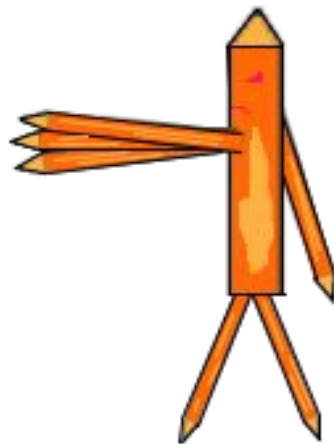
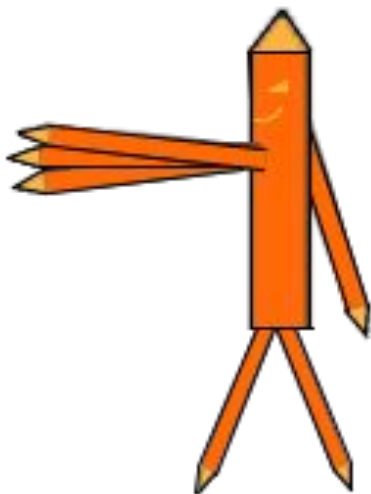
- When a character falls below half health, their sprite changes



Sprite Change



Sprite Change



Sprite Change

