



Wall Breaker

Overview/Theme

Idea Summary

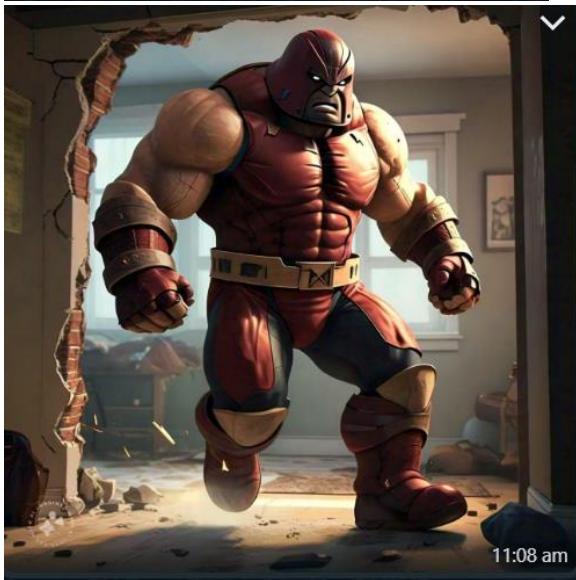
It's a simple hyper casual game in which our character is Juggernaut (from X-Men). He is running infinitely inside interior of houses in a row. There will be two modes of this character 1) Charging 2) Running. By default he is in running mode but if player press button A then he is in charging mode Whenever a wall/obstacle comes in front he breaks it in charging mode else he dies if he is in running mode. The player is moving continuously and he has to be aware of what's coming in front.

Goal

To reach the end of the level and survive all the walls/obstacle using the Juggernaut power.



Mock Ups



References

<https://www.youtube.com/watch?v=3FzaUY80MIQ>



Art Style (check any number of boxes that apply)

- 2.5D
- 3D
- Cartoon
- Cell Art
- Low Poly
- Isometric

Look & Feel / Camera

- Over The Shoulder

Mechanic

Controls

- Landscape
- Single Touch
- Tap

Progression

- Level Based