

GOOG



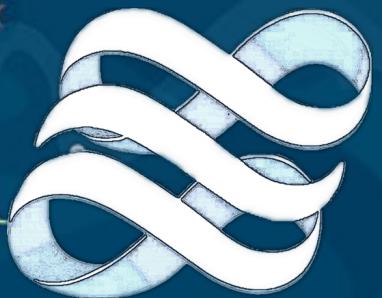
*Team Name:*

*NaN*

*Team Member:*

*Xia Yu, Liu Yunzhen, Liu Baiqi, Yang Shuyuan*

*Team Logo:*



## *Interactive Story*

*In 2057, a gamma ray kills life on Earth. In order to survive, you should make use of the limited resources and a spacecraft to escape the Earth and find a new habitable planet in the universe.*

*After you flee the Earth, you will enter a galaxy belonging to the high civilization. You will interact with characters from the high civilization.*

*Then you will go to another galaxy where lives a low civilization. You have to make a decision after you spend some time in the galaxy.*

*At last, you may come to a new map which contains three possible planets that may be habitable.*

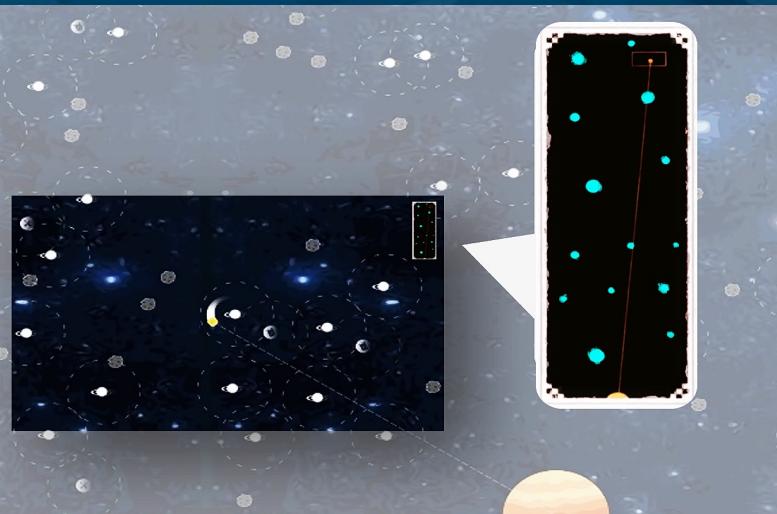
*Note that simply find the habitable planet may not turn out to be a good ending.*

# Visuals

- ♦ CSS animation



- ♦ Large map
- ♦ Mini map
- ♦ Moving viewbox



## Mechanics

- ◆ Press the “ $\rightarrow \leftarrow \uparrow \downarrow$ ” button to control the craft.
- ◆ Hang on the white hole and drop it to fly in the tangent direction.



# *User Experience*

- ♦ *gravity feature simulating real physics*
- ♦ *smooth animation, creative control system and appealing visuals*
- ♦ *large map and moving viewbox*
- ♦ *interactive story with multiple endings*

Marketing

### Target Audience:

The main target market of the game will be those who are interested in space escaping and games with multiple endings. This game is for all ages and contains no pornographic or violent element.

High Concept

### Competitiveness:

- i. novel game mechanics
- ii. big map with view transformation
- iii. simulation of real physics
- iv. engaging plot with multiple endings

The player controls the spacecraft to escape danger and find a new habitable planet.

## Gameplay

First Minute : Once opening the game, the player will be briefly showed the logo of the development team. After that, the player can either choose a mode to play or enter the help interface to see the opeartions and elements appearing in the game.

Victory Condition : Above all, the player should find a habitable planet and safely land on it. The player can decide oneself whether he or she wins based on the ending the player approaches.



## *Art*

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*Flee is a 2D challenging game of cartoon style. Varieties of original CGs and CSS animations are employed to improve the visual experience of our game. Also, we introduce brisk background musics to increase the immersion of the game.*

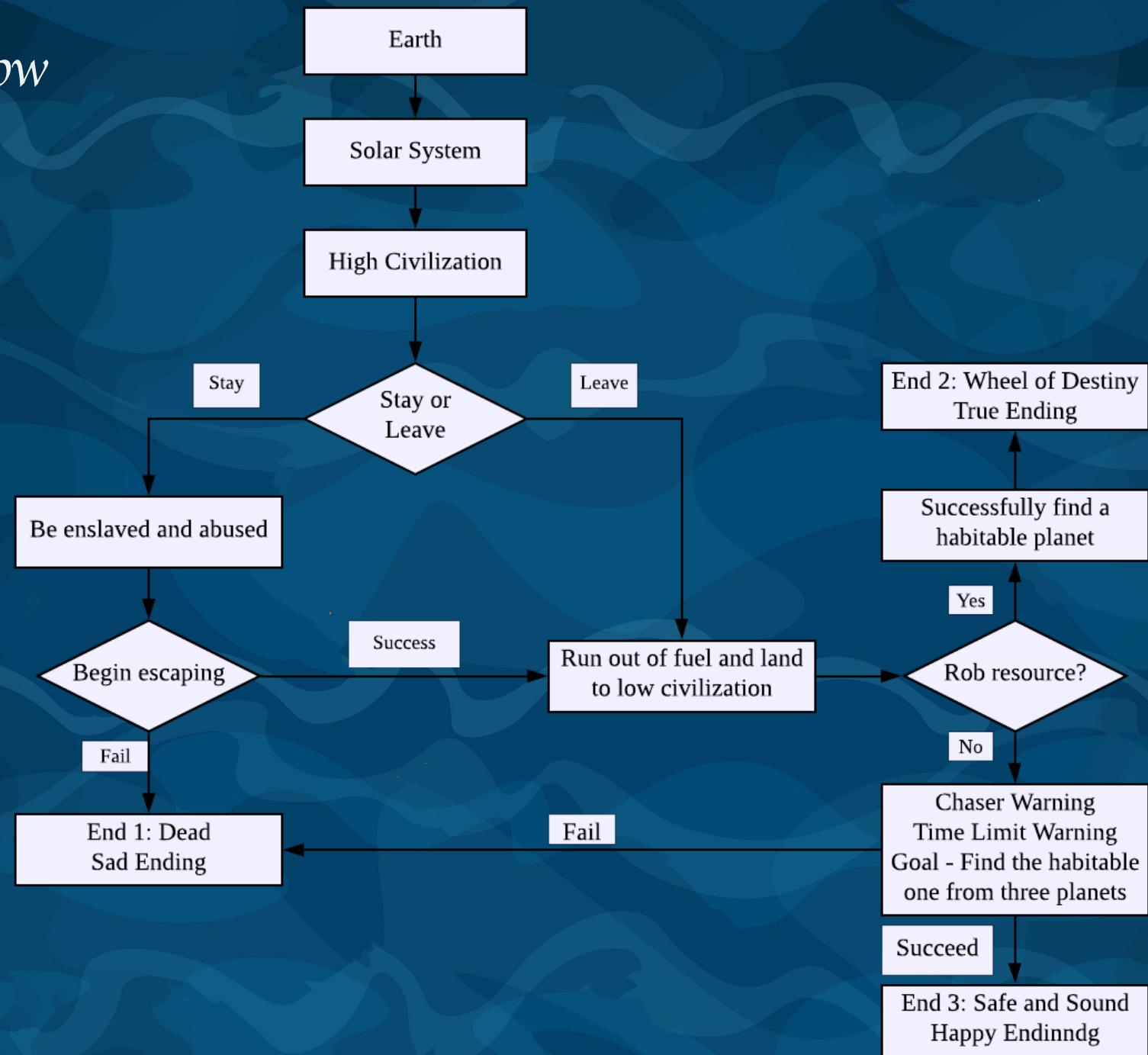
## *Technical Aspect*

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*We use elm as a tool to write and design the game. We use Redmine and Git to work as a team efficiently.*



# Gameflow



## Attributions

- ♦ *Background* : Designed by omelapics / Freepik
- ♦ *Explosion image* : Explosion Icon #32534 / Icon-library.net
- ♦ *Purple planet* : [https://buzz-lightyear-rides.fandom.com/wiki/Planet\\_Galaxian\\_Zoggear](https://buzz-lightyear-rides.fandom.com/wiki/Planet_Galaxian_Zoggear)
- ♦ *Saturn* : <http://cliparts.co/clipart/1447595>
- ♦ *Robot* : <http://www.51yuansu.com/sc/rsjffrnza.html>
- ♦ *Engineer* : <https://blog.csdn.net/Hets4sd1K6rpuC3c8/article/details/78130079>
- ♦ *Scientist* : <https://www.quanjing.com/imgbuy/QJ8701507764.html>