

## Paint & Pain

Game platform: PC

Target audience: 10 - up

Game summary: Players run, paint and suffer. In Paint & Pain doesn't have much time to think, just to act. You will have little time to plan your strategies. The goal is to paint most of the color scene of your choice by helping you with power ups to improve your progress or ruin your opponent's.

Game outline: The player who gets the highest percentage of painting will be the winner, the way to paint is simple: walk above the stage (which is made up of cubes) or help yourself with power ups to paint. Each painted cube represents a percentage of the stage. You have 3 minutes to get it. But it won't be that simple, power ups will randomly appear on stage during the game, helping you complete your mission or make life impossible for your opponent. The player can go left, right, up and down. There is also a dash that can be used every 10 seconds.

PC

W: Up

A: Left

S: Down

D: Right

Shift: Dash

Q: Power

F: Emote



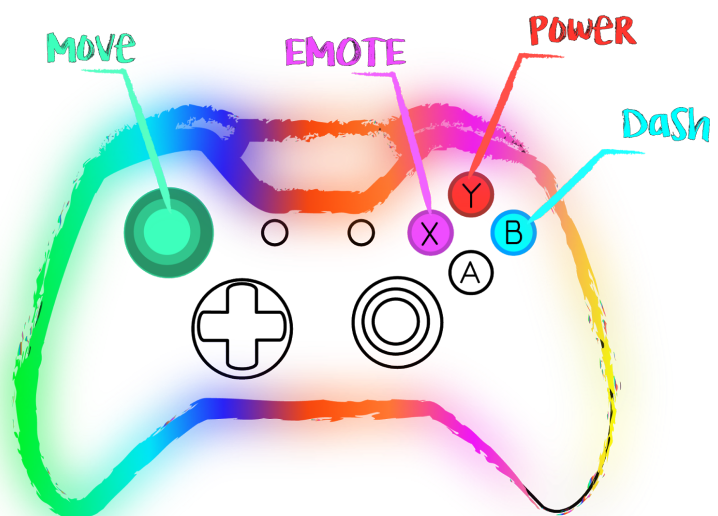
Xbox controller:

Left Stick: Up, down, left, right

B: Dash

Y: Power

X: Emote



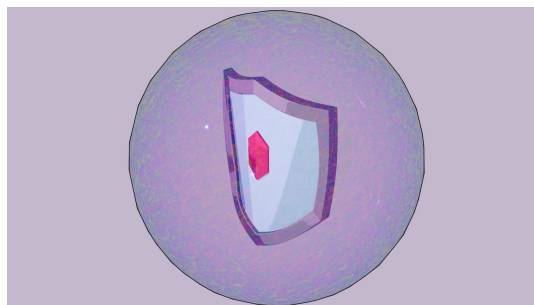
Character:



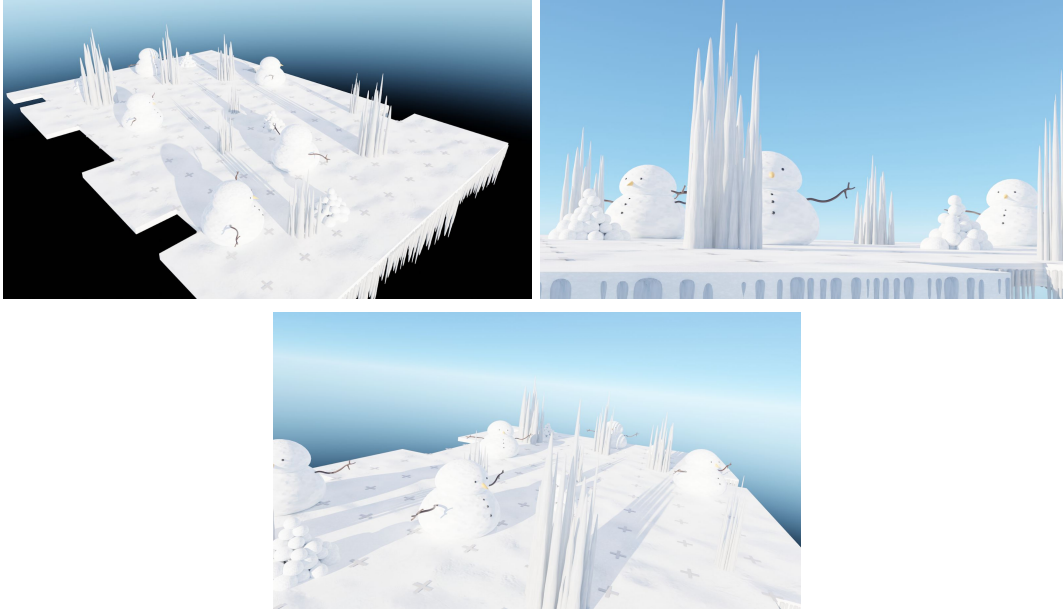
The characters are this way because the player is sought to see them in a tender and fun way to complement the style of the game

Power ups:

- Huaraches: The player will increase his speed for a few seconds.
- Yellow Lightning: When the player uses it, the enemy is struck by lightning, paralyzing him for a few seconds.
- Shield: Second chance, it makes you immune to the other player's attack.
- Potion: If the player uses it to the enemy, their controls will be reversed.
- Red Lightning: Paralyzes the other player and makes him lose his power.
- Bomb: Paints in all directions in the area.
- Pastelazo: Paralyzes the other player.



Stage:



The stage is based on a snowy environment, so if you spend a lot of time in the cubes they can fall and clean up.

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