# Find Color

Gameplay

We play a white stickman and running on flat platform. We control by swerving. In the game, there are images given to us. These images are unpainted and we are collecting paint balls on our way. Every level, we are paint one image. Paint balls are consist of 3 main colors. Red, blue and yellow.

While we are collecting these balls, we are getting bigger and changing color. If we took blue ball, we start blue stickman. While collecting the balls, our color changes according to the balls -not directly. We start blue, then take red ball and our ball color is dark blue, then take one more darker blue, like 2 more balls then our ball started to turn purple. We grow with the balls we collect. And we have to guess color, which is we will paint this unpaint image.

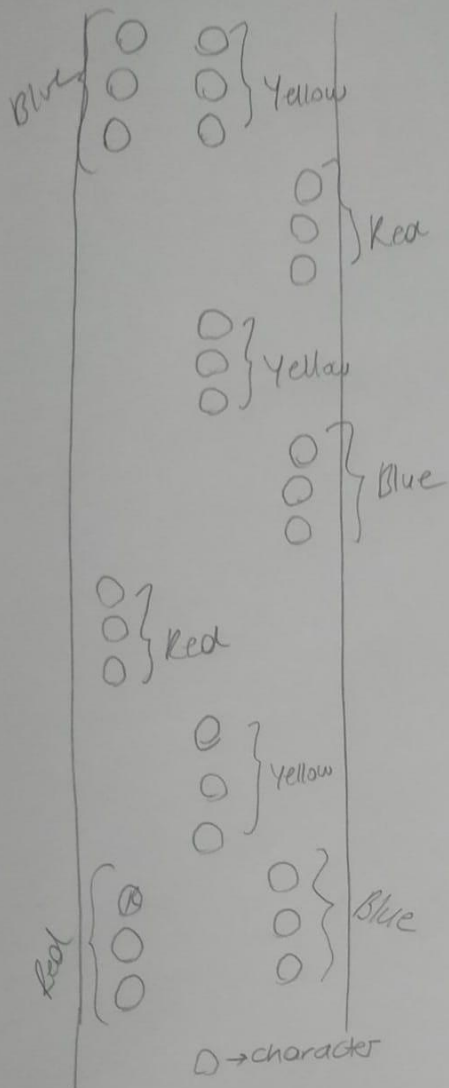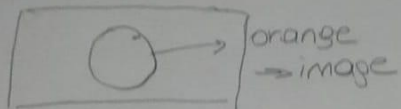We have 2 obstacle. When we hit obstacles, we are getting smaller.
At the final, we see image in front of us (end of platform) which is try to guess color from top of the screen. Our character comes to end of the platform then jumps to the image and paint. If we enough to big to paint all image so we can earn double money. If it's not so we can watch advertisement and paint rest of it.

Level Design
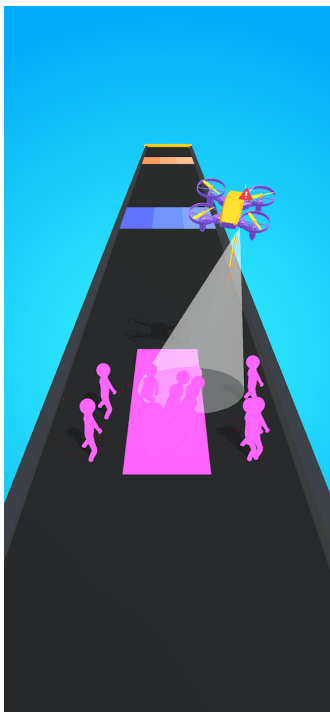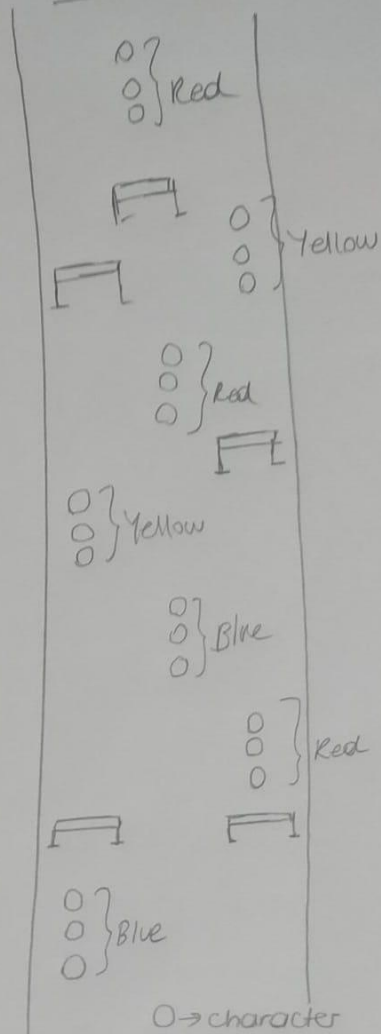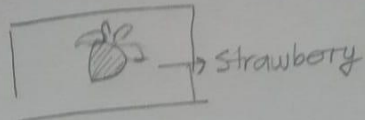

We look this position on the platform.
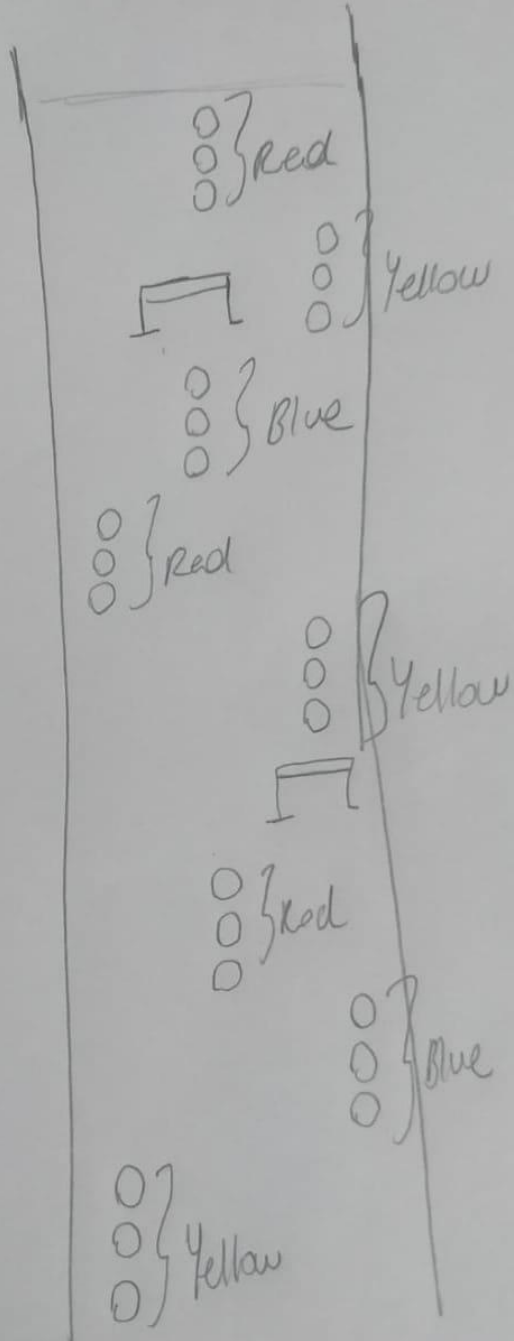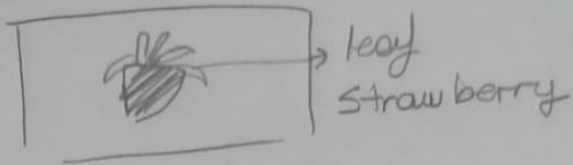In first level, we don't use obstacles. Only paint balls.

Level 1 — Orange

orange → image

Blue {
○ ○
○ ○○
○ ○
} Yellow

○
○○ } Red

○○
○○ } Yellow
○

○
○○ } Blue
○

○
○○ } Red
○

○
○ } Yellow
○

Red {
○ⓐ
○○○
○
}

○
○ } Blue
○

□ → character

- START

- Level 1 -

Level 2 — Strawberry

strawberry → Strawberry

○
○ } Red
○

⊓ ⊓

○
○ } Yellow
○

○
○ } Red
○

⊓

○
○ } Yellow
○

○
○ } Blue
○

○
○ } Red
○

⊓   ⊓

○
○ } Blue
○

○ → character

- START

- Level 2 -   next level continue

leaf
Strawberry

Red

Yellow

Blue

Red

Yellow

Red

Blue

Yellow

— START —

— Level 3 —

Left column — "Rose" → Head

Blue

Yellow

Red

Blue

Yellow

O → Red

O → Blue

Yellow

Red

Red

Blue

Yellow

Blue

Blue

Yellow

Red

O → character
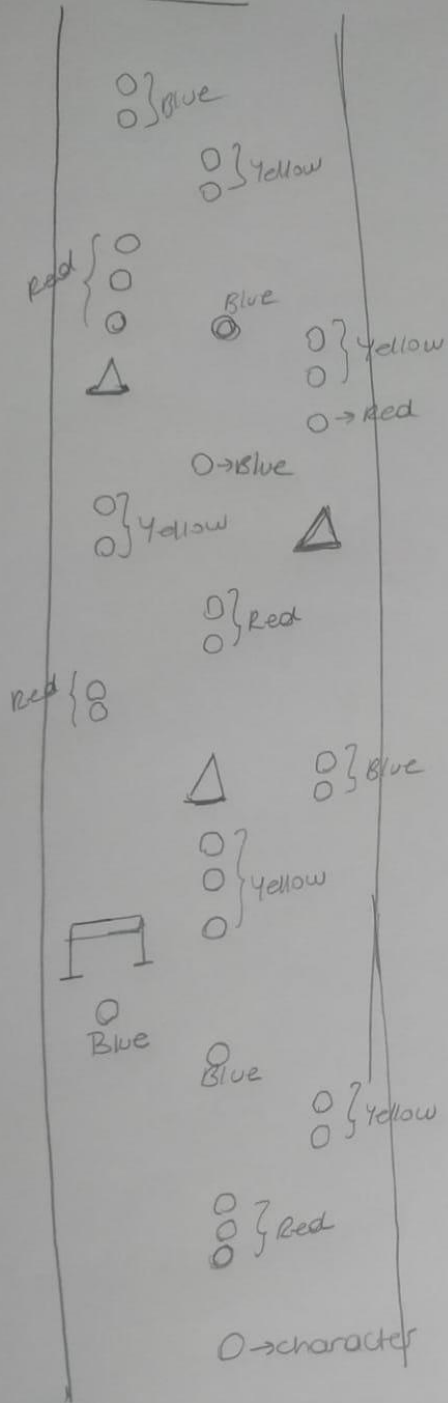
— START —

Level 4

Right column — "Rose" → Leaf and rest of part

Red

Yellow

Blue

Yellow

O Yellow

O Red

O Blue

Red

Yellow

Blue

Yellow

Red

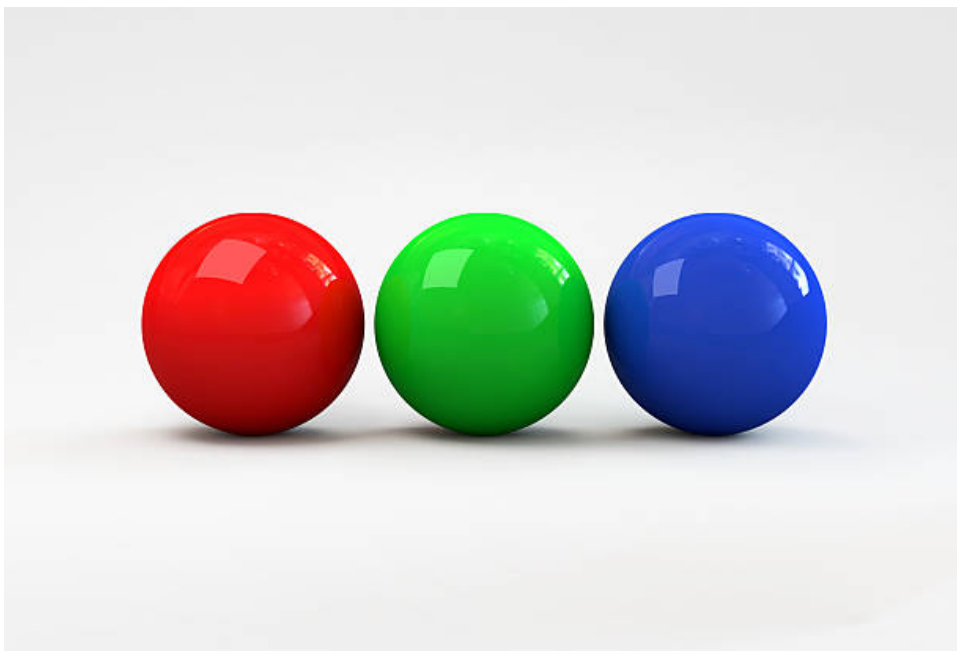O → character
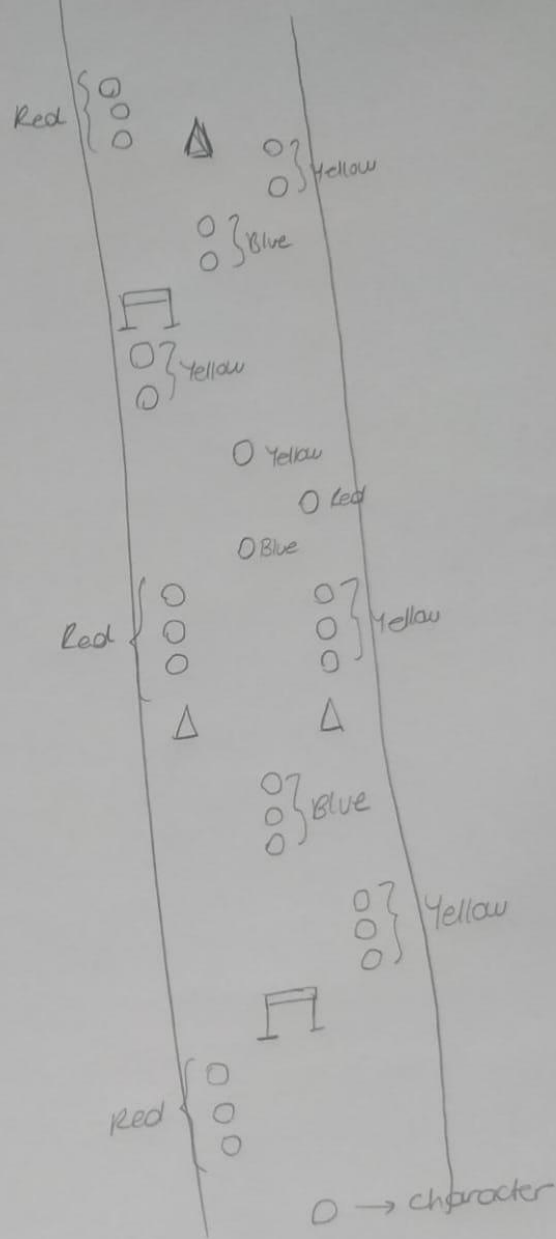
— START —

Level 5

UI
Example
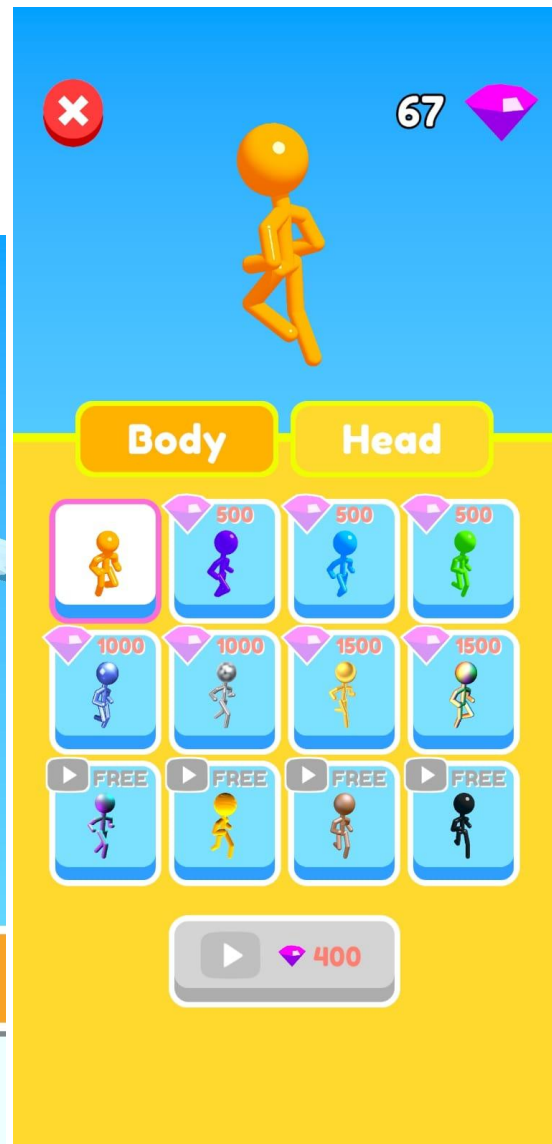
Model

Stickman-white

For market Stickmans (Base Color White) +add pumpkin later -hats.

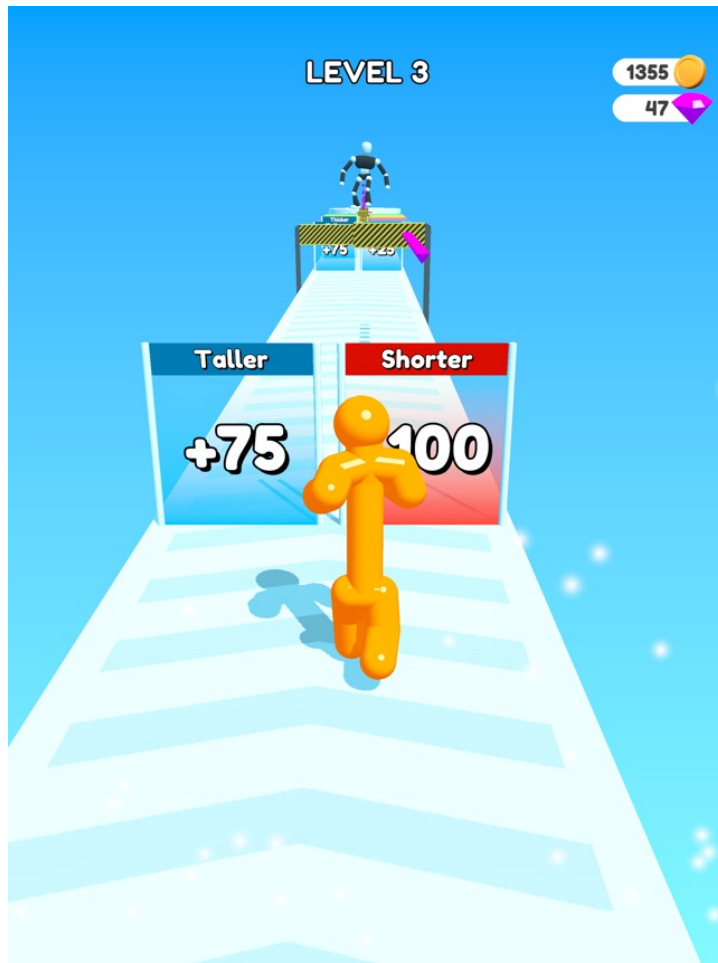Balls - we can do melt animation

For market-balls.

Obctacles

Same color both of them. Red.

Platform-blue sky, light blue platform-close to white

Mechanic
-Stickman will run non-stop until to the end.
-Our mechanic is swerving.
-On the way, we will see balls with animation (flicker of the paint drop).
-While we are collecting paint balls, according to change color. First color pick is our main color after that we put above this. (If it's blue after collect 3 red color ball, change to purple.) It will change to which color we collect.
-We grow with the balls we collect.
-We shrink into obstacle when we hit. Getting slower for a second.
-End the game, last state we are, jumps to the image and paints the area. We are paint how bigger we are
-If the image isn't finish, we can offer to paint the rest of the image. The more we paint will be more we earn. If we complete it, we took double money.
-This offer is made by advertisement
-With money, we can change balls or add hat for character.
-Some images done in two, three level- like strawberry has a 2 color or rose has a 2 color. We will show which one is the first we paint.

Referance

https://play.google.com/store/apps/details?id=com.atreus.colorrunner
https://play.google.com/store/apps/details?id=com.xia.colorrunner
https://play.google.com/store/apps/details?id=com.star.apps.tower.run