

StacknSlide

Outline / Main Mechanics:

In this game you will be sliding down a water trampoline, avoiding hitting obstacles and collecting people to sit in front of you and slide it down. As you get more and more people, you will go faster down the trampoline, so it will be harder to avoid obstacles. But you also will be protected when hitting those obstacles, as the first person will be the one to be kicked out of the line of people. At the end of the trampoline you will be able to perform a jump. Depending on the amount of people that you carry, you will get further, and consequently more bonus points. Through the level there also will be points laying on the trampoline.

Controllers:

Slide left or right with your thumb to go left or right, and tap to jump.



Selling Points:

Stacking: in this game you will have to gather a crowd of people to protect you from collisions and to boost the speed. This is a mechanic that is in lots of popular games nowadays

Sliding: Water slides are fun to play with, especially when the velocity factor comes in.

Collisions: Adding collisions to the game makes it more funny, and more exciting. You will have to have quick reactions!

Stacking Mechanic Reference: [Cube Surfer](https://play.google.com/store/apps/details?id=com.Atinon.PassOver&hl=en&gl=US)

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Sliding Mechanic Reference: [Aquapark.io](https://play.google.com/store/apps/details?id=com.cassette.aquapark&hl=en&gl=US)

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Remember, your character needs to move on a slider which bends & twists. Please write the gameplay code accordingly.

(3D Slider Model will be given to you.)

If you took this project as a **demo**, then you can place **primitives** (cube, cylinder etc..) instead of game objects (player, obstacles, other characters).

But it's your duty as a gameplay programmer to make the game **fun to play**, even with cubes.

If you have any questions regarding the gameplay mechanics, contact me at **mesutcan@ulubeygroup.com**