

The logo for 'SPACE CLAW MEGA ULTRA' is rendered in a bold, green, 3D blocky font with white outlines. The text is arranged in two lines: 'SPACE CLAW' on top and 'MEGA ULTRA' below it. A thick, grey, curved line resembling a claw's arm extends from the right side of the text, ending in a grey, multi-fingered claw. To the right of the claw, a green, circular object with a blue sphere on top is visible. The background is a dark blue space with purple clouds and yellow stars.

# SPACE CLAW MEGA ULTRA

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1:44



*Space Claw Mega Ultra* — Abduct to make your mother happy.

Space Claw Mega Ultra is a 2D survival and strategy arcade game for PC where your goal is to abduct as many humans as possible using your trusty space claw.

# Claw Machine

- ☐ Challenging
- ☐ Entertaining
- ☐ Rewarding



# Claw Machine Mega Ultra



- ❑ Setting Change
- ❑ More Strategy
- ❑ Upgrades

# Key features

## Missions:



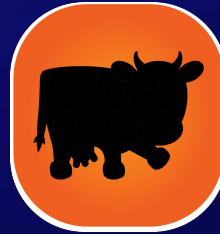
# Score and A-coins



Player is rewarded with a score every time they are successful in the game

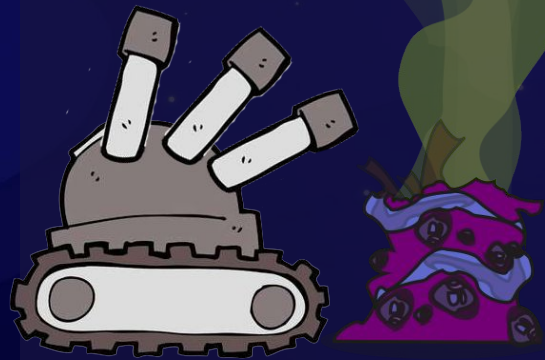


A-coins can be spent on upgrades and equipment



# Gameover

Enemies:



Balance:



-100



# Upgrade

## Space Claw



## Utility



# Equipment



**Space Claw**



# Game Dynamics

*"Player can choose a strategy and upgrade based on their playstyle"*

**Pacing back and forth over homes to abduct civilians**



Jater: "I gonna get everyone"

**VS**



Jason: "I will just wait"

# Game Dynamics

## Crop Circle



- ❑ Catch single person (less likely to catch the person you want)
- ❑ More time consuming

VS

## Ultra Mega



- ❑ Grab the entire building
- ❑ Shake until people fall out
- ❑ Faster and more efficient

# Game Balance

**Player:**

**More Skilled at Game, Upgrades, Equipment & Utility**



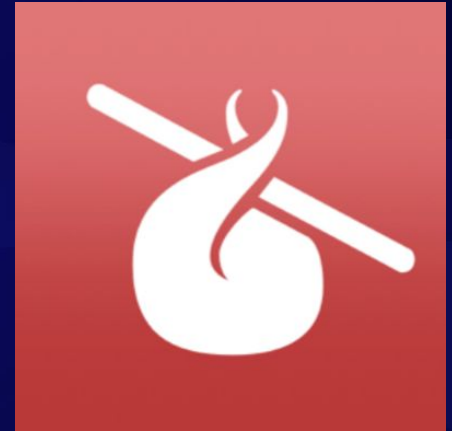
**Game:**

**More Difficult Missions, More Difficult Enemies, Increasing in Refuel Price**



# Future Developments

Releasing game on different platforms



# New levels



- ❑ New challenges
- ❑ New equipment
- ❑ New enemies



# Porting onto different platforms







**Q & A**

