**EscalaShark**

**Game Platform**: PC / Smartphone

**Target Age**: 17 – 30 years

Game Summary

**Hey! You’re a shark and the sea is on fire. Could be a great name for a song. Could be the literal PETROLEUM APOCALYPSE.**

**Escape rising flaming waters through your only way out, the sewer, and try to save your life as fast as you can while avoiding obstacles, such as shit n’ stuff**.

Game Outline

**As Mr. Shark, you’ll have to escape using your bite to hold on and swing from one tube to another until you find an exit. You’ll have to hurry or you’ll get (somehow) both soaked and turned into a crisp.**

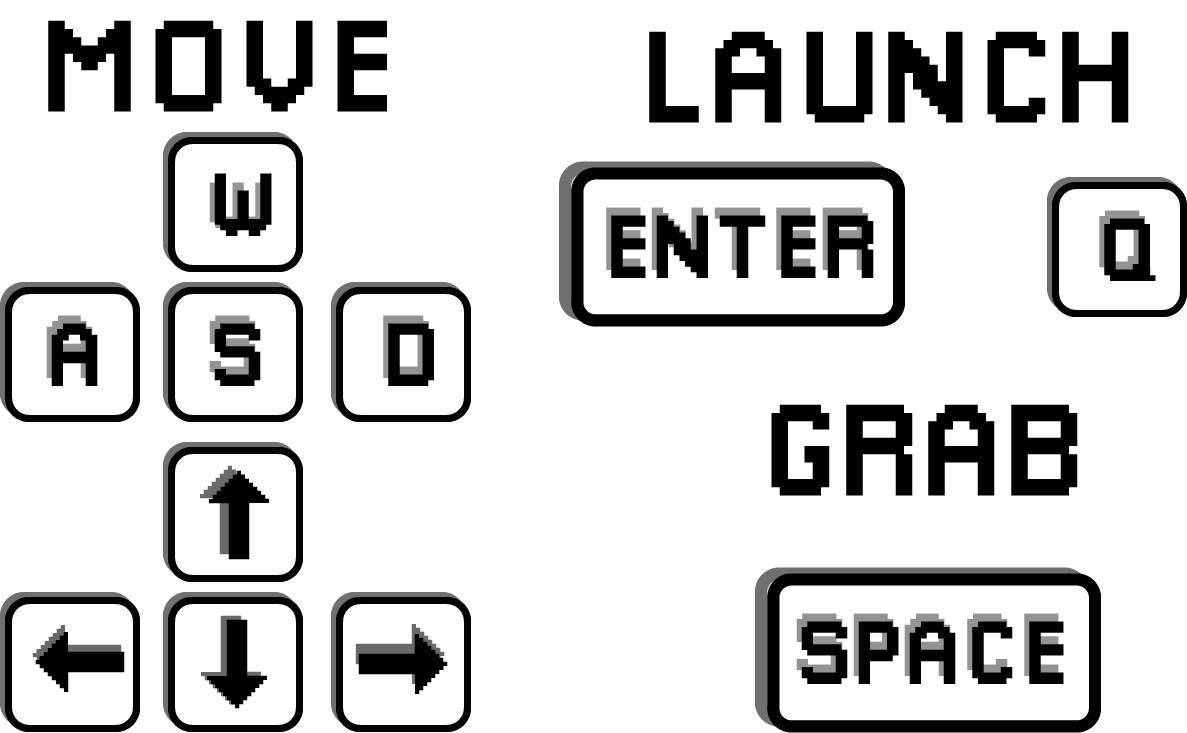
**Avoid them shitty water flushes or they’ll make you sick. Consume mini zip-locks filled with a mysterious powder and get a strength boost.**

Controls

WASD – Move Demon Lord

Q or Enter – Throw chunk

Space – Pick chunk up



The controls to move the Demon Lord around are simple and intuitive to the player. It will be a game to test your abilities.

Gameplay:

EscalaShark is a game where the player will play as a shark escaping from the flaming waters of the Gulf of Mexico through the sewer.

The objective in this game is to find the fastest way to an exit before being consumed in flames. Swing from a pipe to another measuring your impulse and timing, because you’ll die if you miss to grab on.

Avoid the obstacles spread across the sewer, such as intermittent doors that can black your way, or flushes of water that can push you away from safety.

Mr. Shark

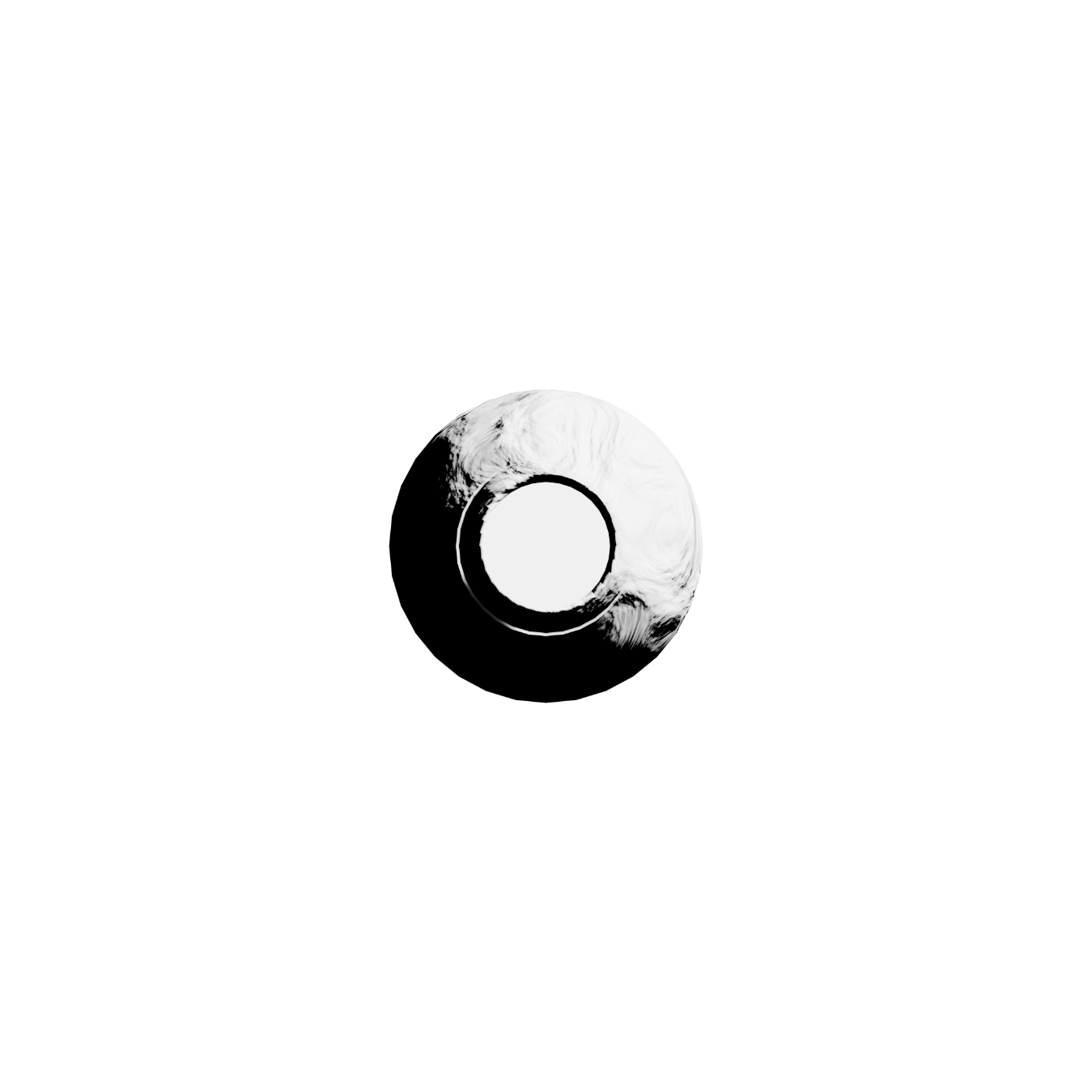




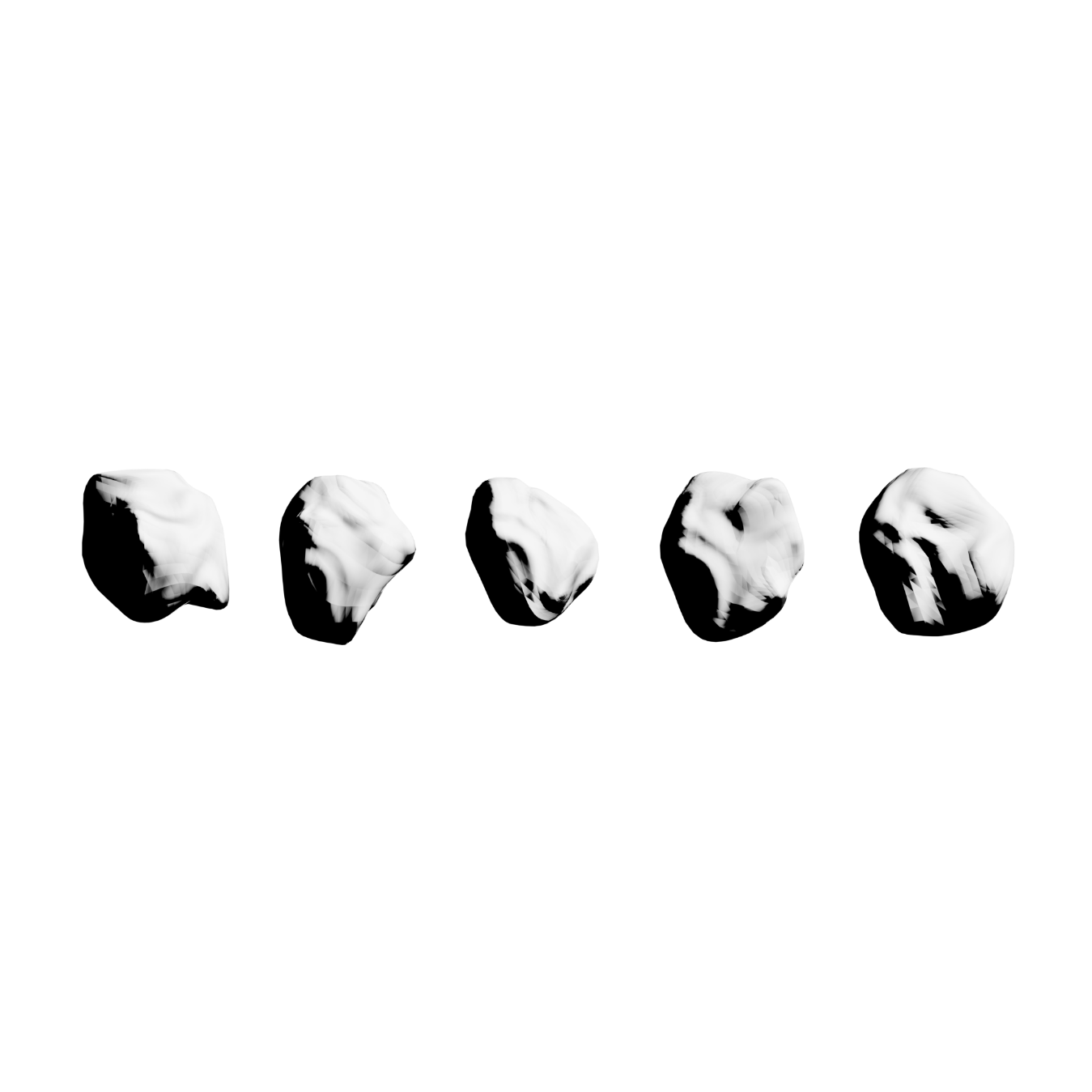
Our Demon lord is hungry for some planets and their inhabitant’s souls, but they won't go without a fight.

Planets are armed with a giant laser that can destroy you.

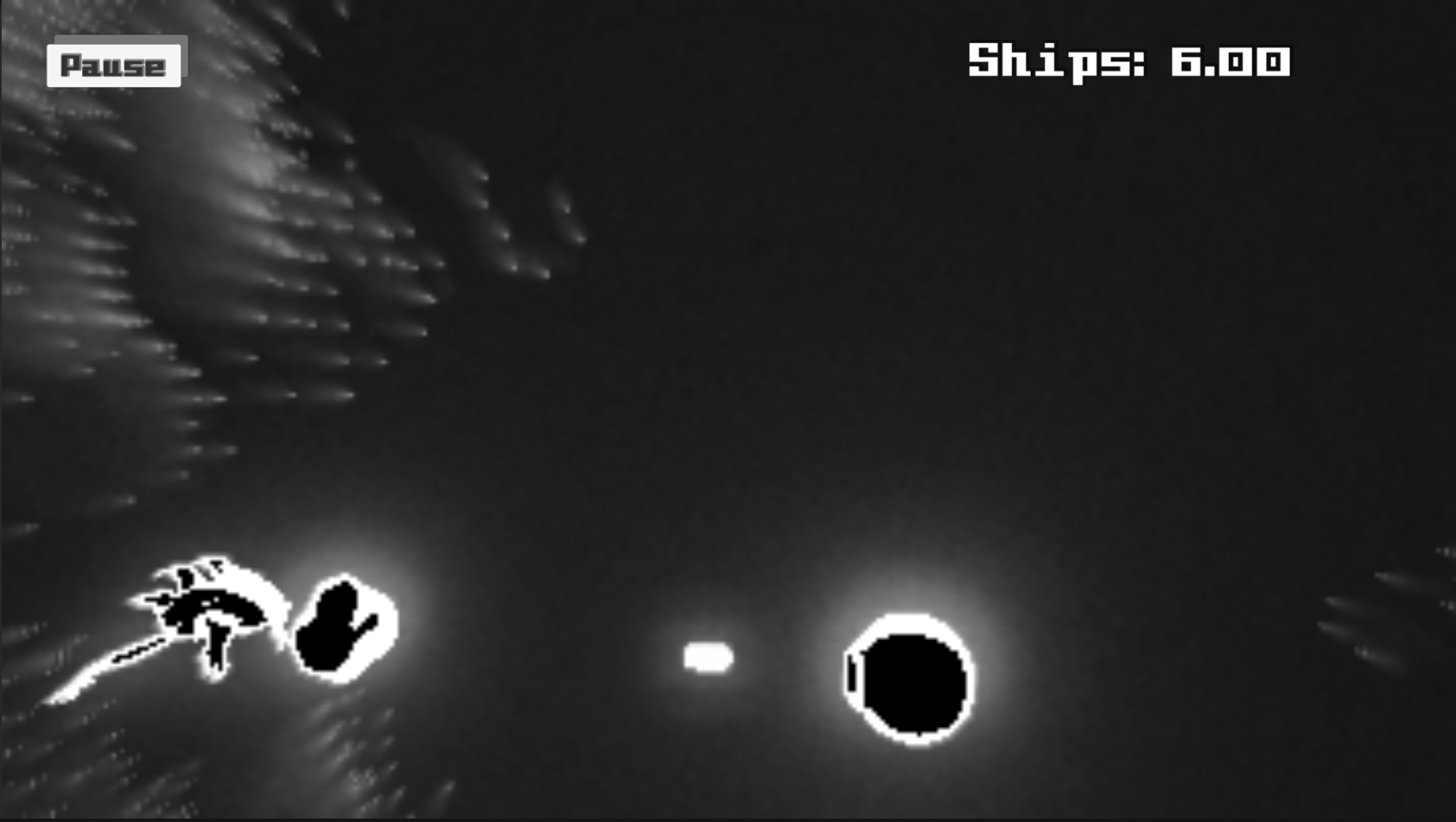
Sewer

Pipes and obstacles



They exist. You can use them to DEMONISH your foes.



Gameplay Experience:

When you start the game, you will have three options: “Start”, “Summary”, “Controls” and “Exit”.

“Start” begins a new game.

“Summary” displays Mr Shark’s tragic story.

“Controls” displays what you’ll use to control Mr. Shark.

“Exit” so you can rest and exit the game after total rendition to the Demon Lord.



Main Menu

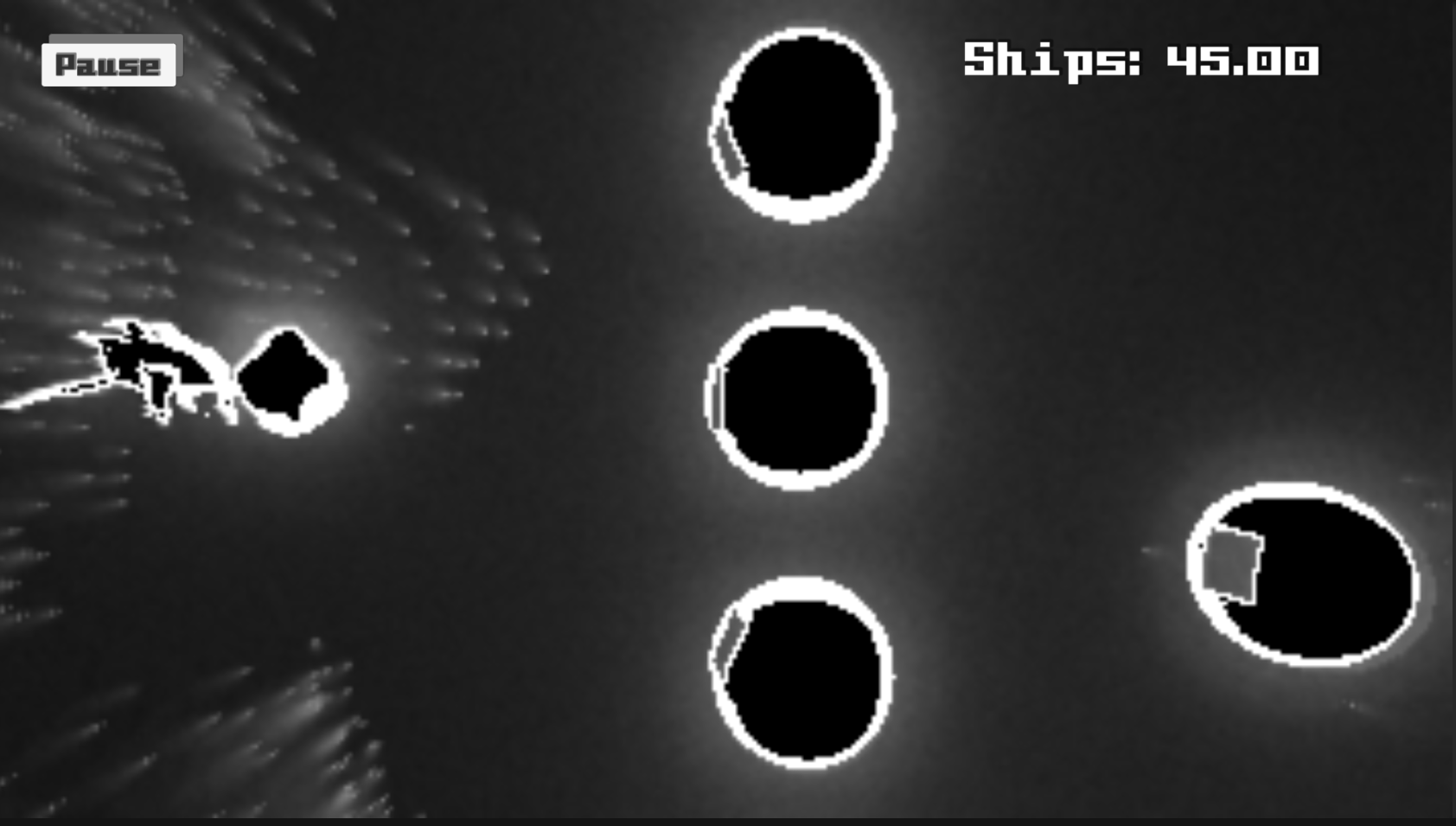


Starting Game

“Controls” will pop up a screen where you can decide what options to adjust that will help you concentrate better. This can be to adjust your volume and screen brightness and resolution.



Controls Screen



Gameplay



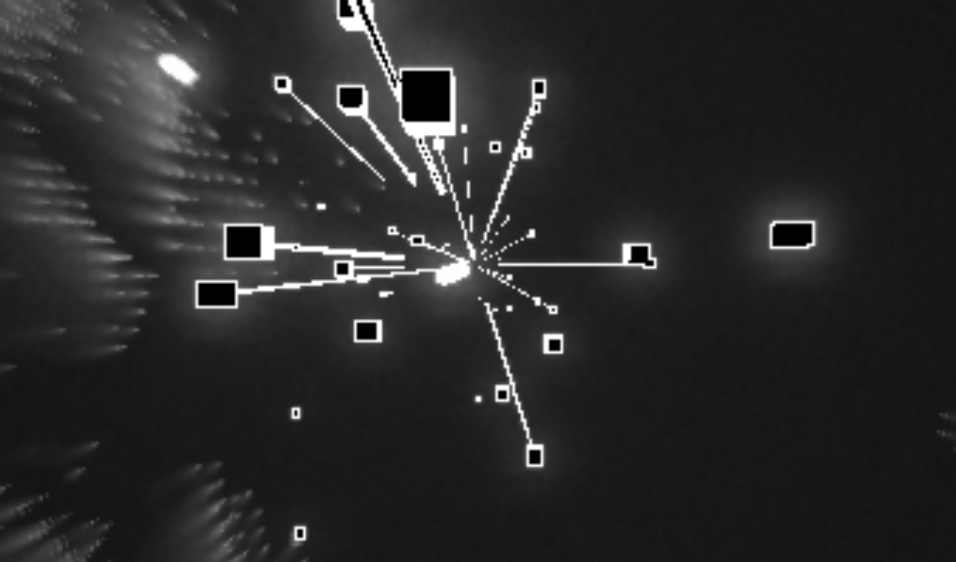
Game Over with your Score and Highscore

To craft the music, we wanted to contribute to the PS1 visual style by using VSTs with similar instruments and quality used and achieved in the era. Scaling notes and a fast tempo were used in order to emulate the sensation of going upwards in a rush.

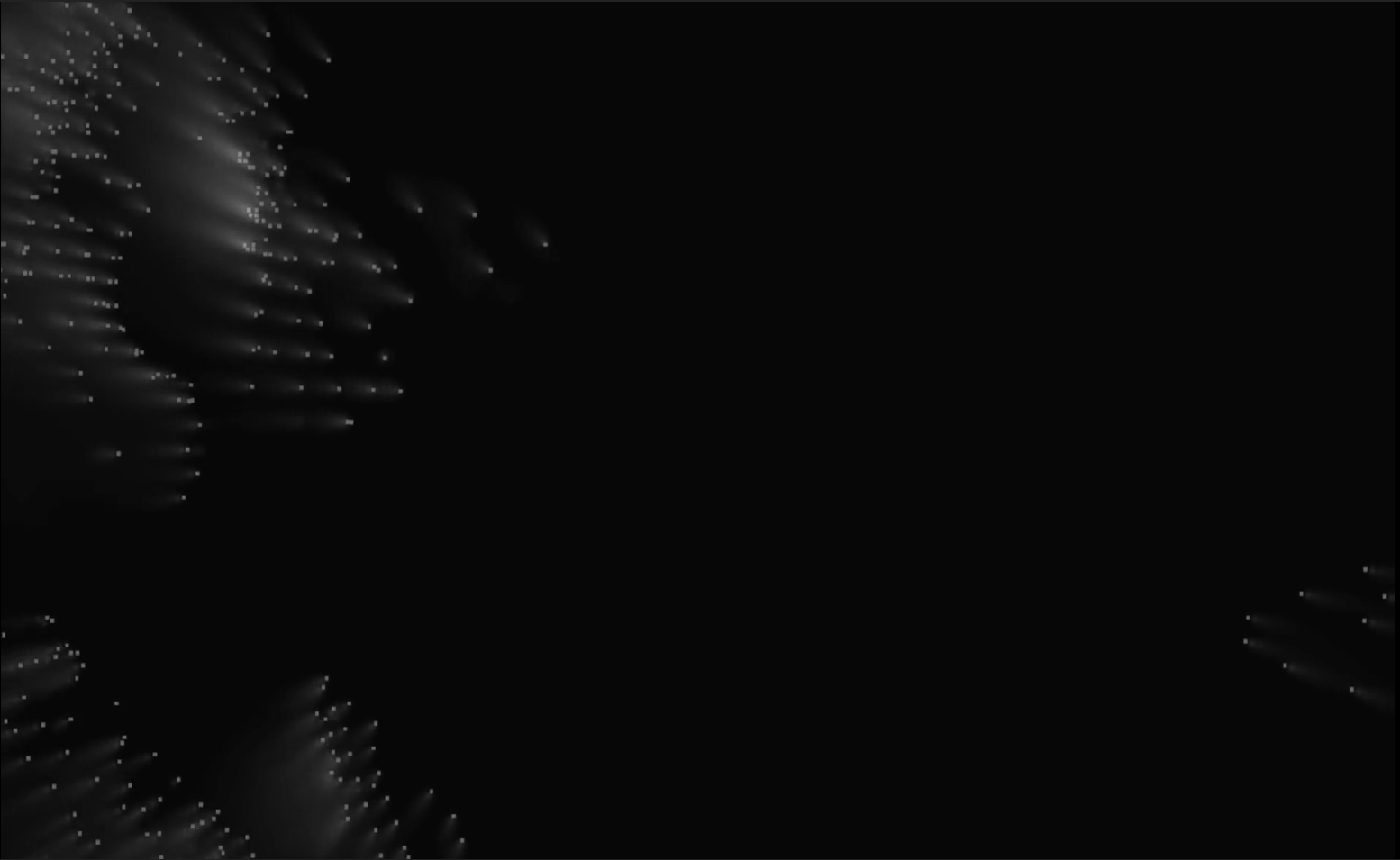
An electric bass is the main instrument as its metallic sound reminds us of the pipes Mr. Sharks swings at. The drumkit makes a fast pace beat like those from the B-52’s.

Some reverb was added so the music sounds like it’s being played inside the sewers.

SFX………



Demon Explosion



Game Background

USP

* Swing upwards from tube to tube
* Avoid obstacles
* Consume power-ups

Similar competitive products

- Getting Over It

- QWOP

Management webs:

Taiga: https://tree.taiga.io/project/misterflai-escalashark/

GitHub: https://github.com/Chuchoppert/EscalaShark