The Giant Mayor

Game Intro

The "Giant Mayor" is in an evaluation period, and his/her duty is to ensure the prosperity of the city.

The player needs to complete several tasks to become a beloved Mayor.

There are mainly three tasks

     catch dragons and send them back to their world via portals

     save people from fire and send him/her to hospital

     kill the giant monster using a lightsaber

The Opening and Beginning Scene

You are a candidate of City Mayor
Now the city is under attack
It's time to protect the city with your superpower
Five missions are required to complete...

PRESS A TO START

Board of Everything

- Tutorial
- Minimap - real time location
- Tasks list

- Sound effect

Task-1 : Catch dragons

- Distance grab / Grab dragons
- Throw to corresponding portals
- "Dash" is provided

- Raycast
- Particle effect
- Sound effect

Task-2 : Save citizen

- Distance grab your citizen
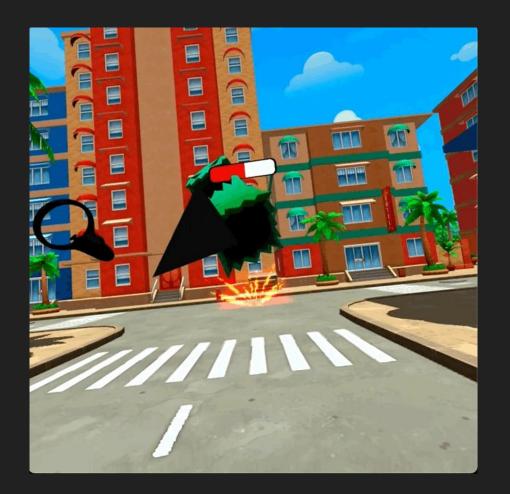- Place in container
- Transport to a safe place

- Container bottom turning yellow
- Particle effect
- Sound effect

Task-3 : Kill a monster

- Swing lightsaber
- More quick, more damage

- Health bar
- Spark animation
- Control stick vibration
- Sound effect

Congratulations!

Playtesting Session Feedback

- Add vertical fences to the container to avoid object falling out
    - Yes! We add

- Task location to compact
    - OK! We put the giant monster task on another street to make the task more scattering

- Have trouble finding the portals
    - OK! We put several information boards in the scene showing where the portals are

Thanks!!!