

**Game genre:**

Adventure

Arcade

**Game perspective:**

Third person

**Game mode:**

Single player

**Target audience:**

3-17 years

**Platform:**

PC & Android. The second one is one of the most common target platforms for many games. As a casual game, it has to be accessible to as many people as possible.

**Development environment:**

Unity 2019

Blender

Microsoft Visual Studio

Adobe Photoshop

**Programming language:**

C#

**Technologies used:**

Universal Render Pipeline

Mechanim animator

ShaderGraph

Android Build

Pooling

Input System

State machine

CineMachine

Serialized Save State

Unity Advertisement

**System requirements:**

4GB of RAM

Android 5.0