Game Report: Incognito

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This game aimed to be a 2D action/adventure steampunk side-scroller created in either pygame or unity. The strategy and the background of this game is stealth based, thief related, multiply difficulty levels. I would buy this game for a cheaper price, around $1 to $2. The goal is to mimic a similar result as the floppy bird, where everyone get addicted and frustrated because of it difficulty.

Controls:
* Use left/right arrow to move
* Up arrow to jump
* Down arrow to turn invisible and to detect enemy

Mechanics:
* After cloak runs out, you lose
    * Cloak can be regained by picking up packs that are spread throughout the level
* If you are spotted by an enemy, you lose
* When you turn invisible, you can see the enemies' detectable range

For now, everything is created in prototype. Images and background can be changed based on user's need or the difficulty level. The prototype has one level completed.