

At the start I created a design document.

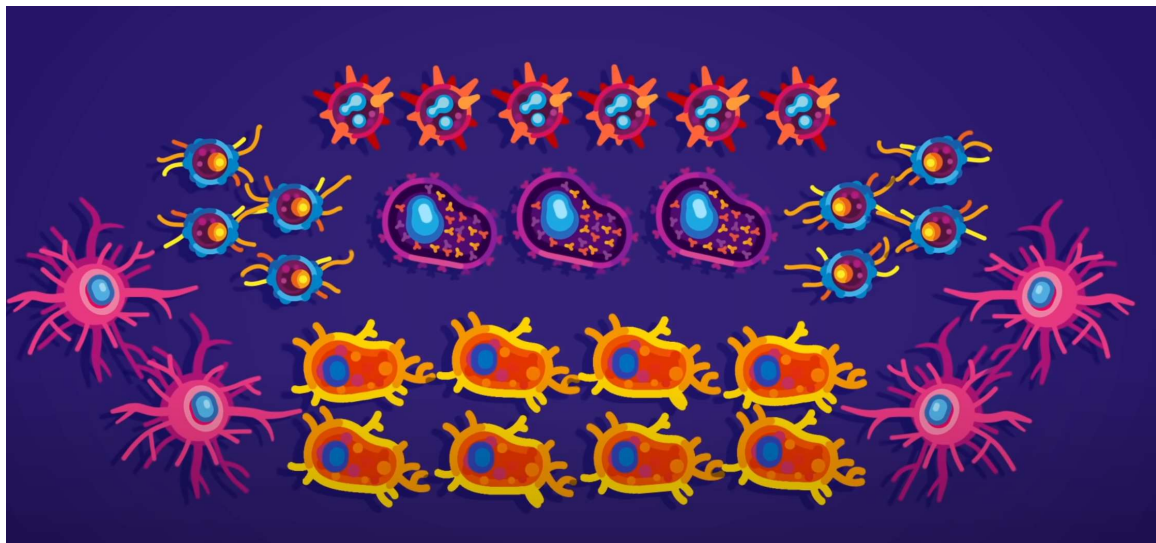
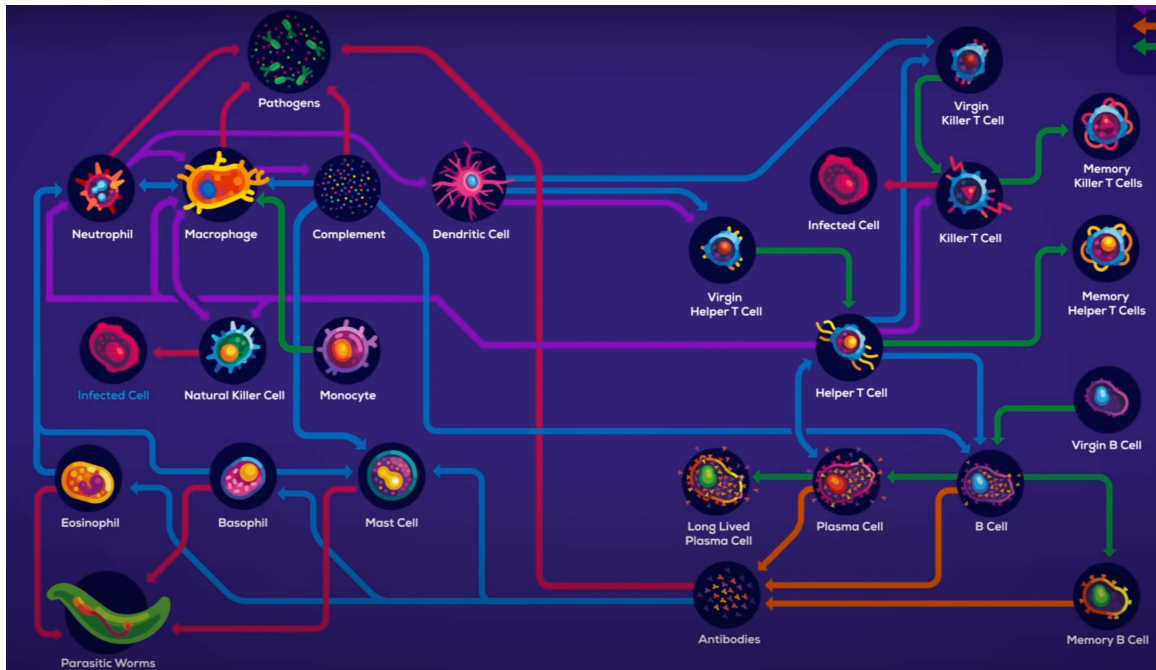
I wanted to create a hybrid casual game for mobile, focusing in 4 principal systems:

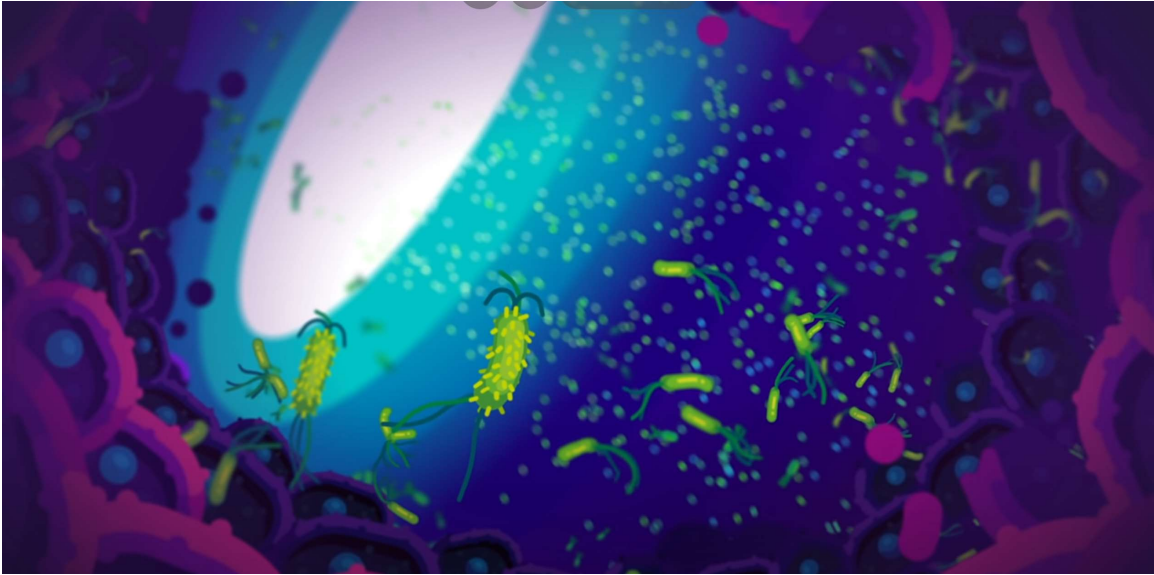
- Dialogue
- Buy/sell
- Main mechanics
- Enemy generator

The idea was an Idle survivor with a vectorial art about a immune system cell trying to defend a body against a microbiotic invasion.

This is a reference of the look I tried to achieve.







The mechanics are very simple, the player uses the joystick to move and if any enemy is in the range the cells will attack it. the player can attack all the enemies within the range. The objective is to avoid the enemies to kill all the friendly cells. If all of them are killed, the game is over.

How the game works:

Friendly cells: the player must save them from the invaders.

Bacteria: they attack player and friendly cells

Player: move around with the joystick or with the WASD keys and attacks nearby enemies automatically

Blue protein: heals you

Yellow protein: is the currency of the game.

4 Upgrades

Speed , Damage, Attack range and Max health

The upgrades are accessories cells which adds to the player look

Regardless of the final verdict, it was a great experience for me to be able to develop this little game, it was very hard and I had to sacrifice a lot of time to deliver it, I really gave my 100% to finish this test, I honestly feel that it wouldn't have been possible if I wasn't for everything I've learned in previous projects, so much so that I feel like I added mechanics that weren't even part of the test but felt like the game called for them. I did the assets, the animations, some sounds and the whole UI, This is really the best job I've done to date considering the duration of the test. I hope you like it and I thank you for the opportunity.