BEYOND

Our Aim is to AIM

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INTRODUCTION

Target Users:

10 years old and above (qualified in quick movements, logic solving and the like)

Scope and Limitation

- Level ranking capability
- Every designated places generate questions to reach the next level.
- Includes help for the beginners
- Prohibited to 9 and below

Existing

Yes but different in style and concept.

Proposal

- Chibi monsters will be the enemies
- There are specific problems for the player to escape and move to the next level.
 - Situation analysis

Usability kit

- Photoshop
- Game Editor

