

Phaser Indie Project – Prototype

by Gordon

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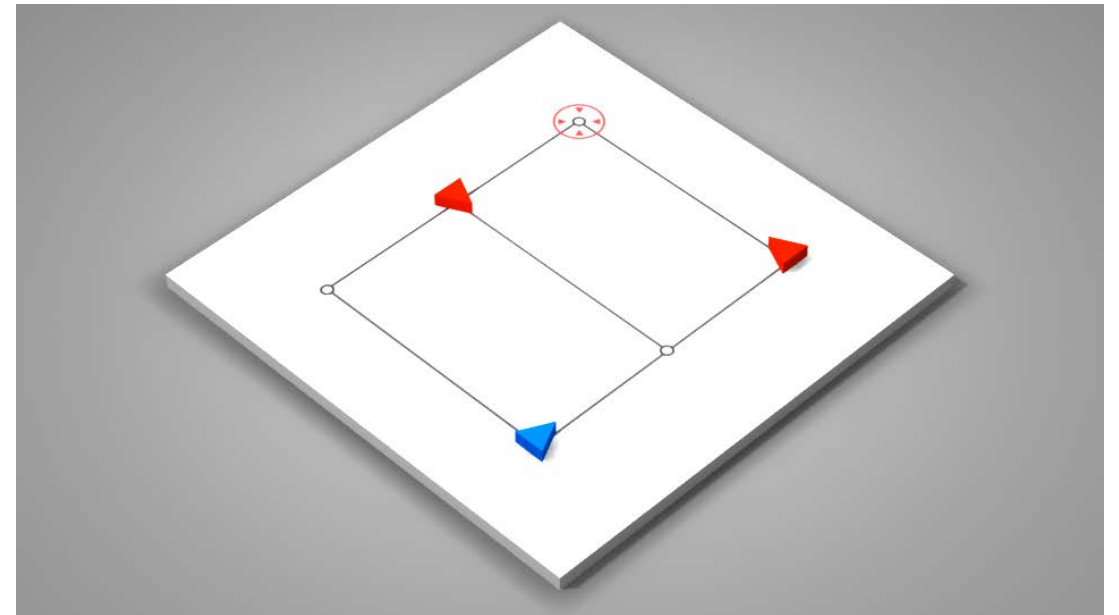
- Game Idea
- Game Concept
- Example

Game Idea

- Puzzle game.
- A simple story of a Hero rescuing his princess.
- 2D game that rendered in 3D style.
- Turn based strategy Game between Player and CPU.
- The Idea is inspired by “Lara Croft Go”.

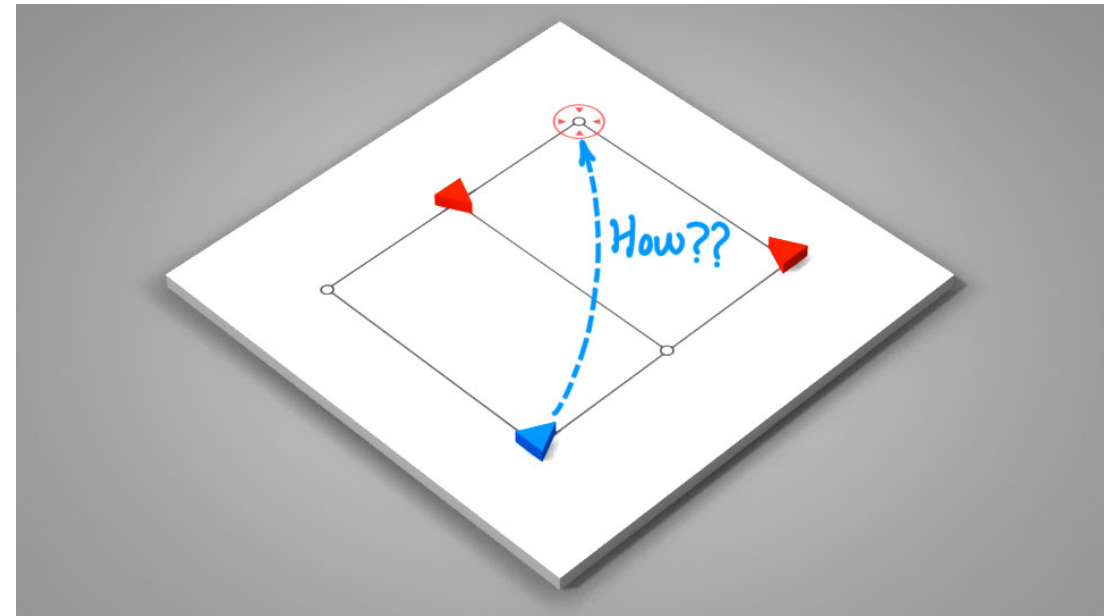
Game Concept

- Player (blue triangle) is trying to reach his destination (red circle).
- Enemy (red triangle) is guarding the rout to prevent Player reach the destination.
- Player can move to one spot in each turn. Enemy can only move if he is in range (facing) to attack Player. Player can attach the Enemy from his both sides or back.



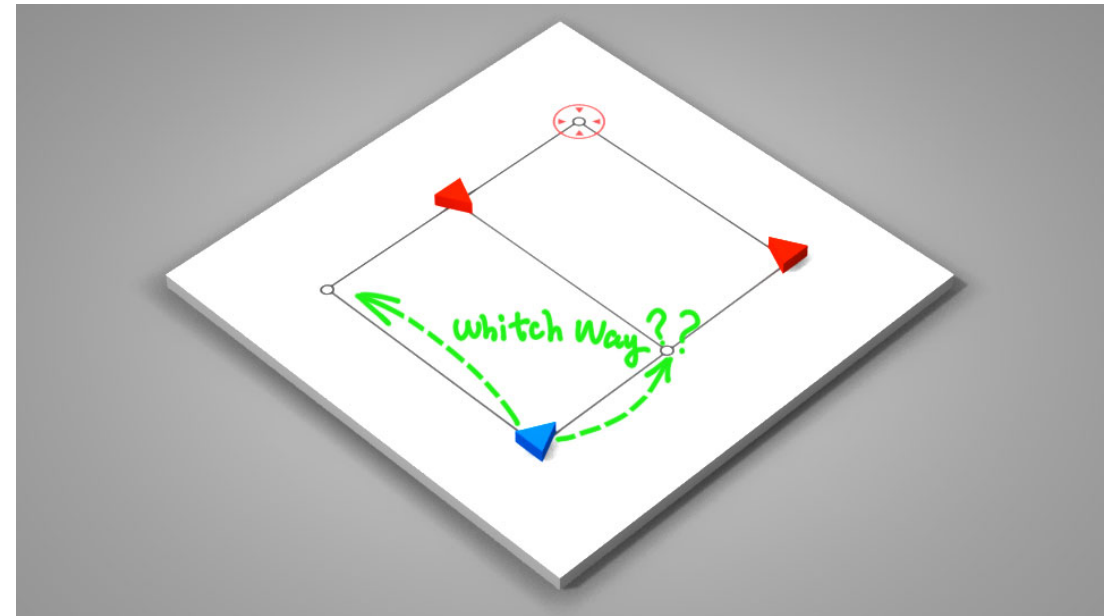
Example

- How to reach the destination?



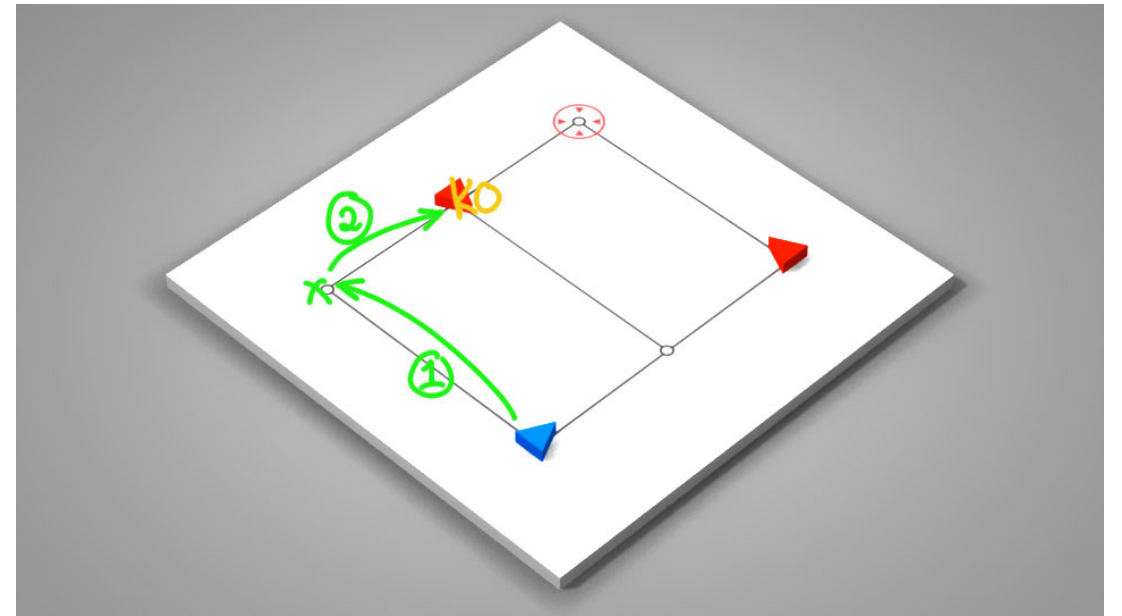
Example

- Which way should Player move to?



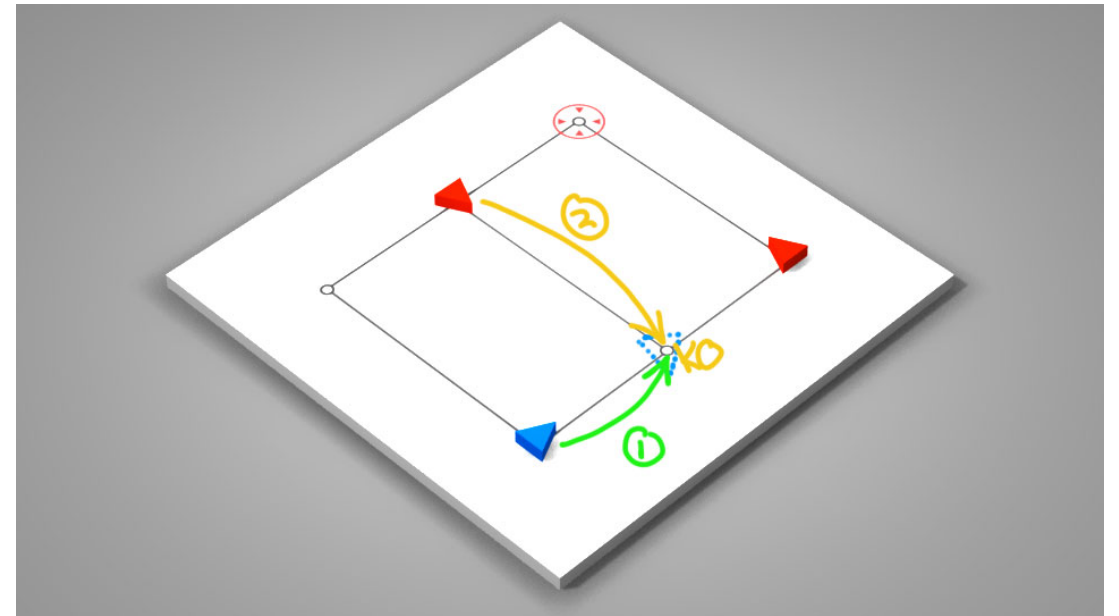
Example

- Player can attach one of the Enemies in two steps.



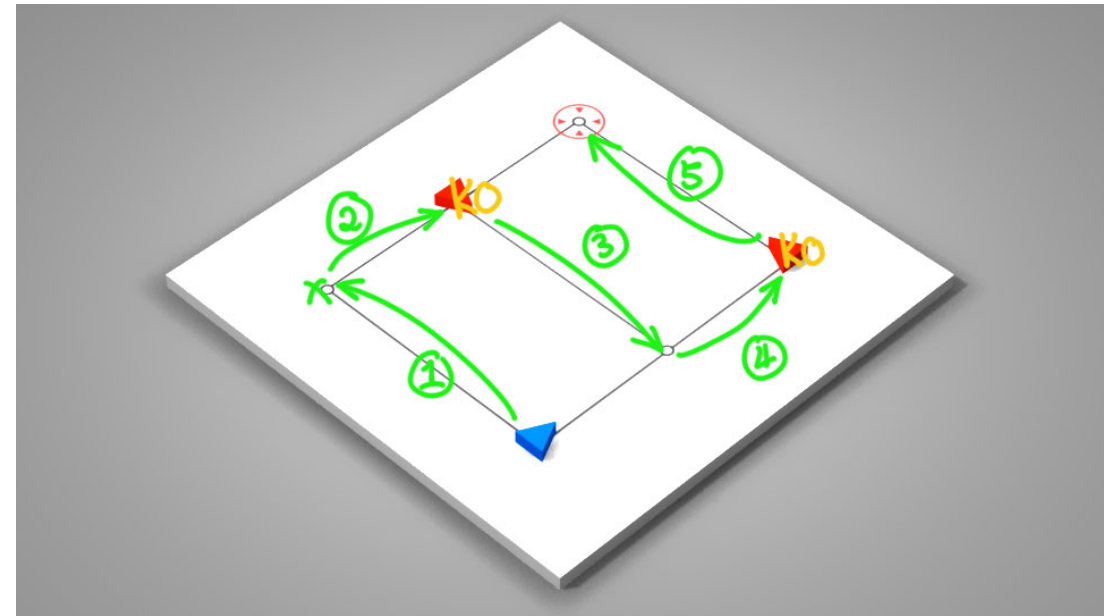
Example

- If Player moves this way. He is in front of one of Enemies and will be killed by this Enemy.



Example

- The appropriate Player movement is shown in this Figure.



Thanks for viewing