

KASH GAMES

presents

Fire Guy



Genre: Side scrolling, Platformer

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Target Platform: Android

Target Audience: 7+ age

Story and Gameplay



The story of the game starts with a scene where a planet name 'Elemento' where all elements lived like humans. It was a beautiful planet but there was a big fight between waters and fires as both hate each other. Barry the member of fire army was sent to the water army base to spy on them as they were having a serious meeting, but water army saw Barry and the chief commanded to kill him. He started running while having a shield on him. He ran towards the basement of water-army base and found a spaceship, He got in a spaceship to hide, but by mistake

pressed the space ship start button, and flew away from the planet in some minutes, the water guys started to chase him in space, suddenly portal appeared in front of Barry and he lost his control, which leads in crash landing on a planet, the living creatures there was all aggressive water drops.

Then he will meet water guy (Wady) from his planet who came behind him through the portal and was also lost. This time they will shake their hands and work together to get back home. So Wady will continue collecting iron and Barry will go underground to collect fuel for spaceship.

After the collection of all the iron and fuel, they will build the spaceship and will take off to their home and reaches home safely. This story solves the fight on Elemento.

Objective 1 (Map 1):

The player/Barry have to collect iron to repair his spaceship.



Objective 2 (Map 2):

The player/Barry have to collect fuel/coal from underground world.



Objective 3 (Map 3):

The player/Barry have to find a way to open the portal again for going home.



Game Flow

As the main game starts the player will be without any powers or armors with an easy difficulty but as it moves on higher level, he will get harder challenges and will meet different NPCs. He will learn different skills with those NPCs and also face harder bosses as he level-up. The player has to go through different challenges, puzzles, adventure, and collect iron ingots in first map, fuel in second map, in order to repair and refuel the spaceship which he crashed, so that he can go back home. Player can use iron to upgrade or buy things from shop, like Gloves, shoes, skins, etc. Iron ingots, Fuels and Diamonds will be the main collectables in the game. After some levels the player will first given ability to fire 'fireballs' and get small enemies as to kill in his way. Then he has to buy gloves and shoes from the shop for moving ice and walking on ice. There

will be levers in higher levels for more complexity. At the end of the game the player finds his crashed spaceship, repairs the spaceship with the iron that he has collected, refuels it and fly back to his home with his friend.

Characters and Controls

Main Character:



- Name - 'Barry'
- Height - 5'7
- Nature - kind hearted
- Color - fair
- Cloths - t-shirt, full pant, and shoes.

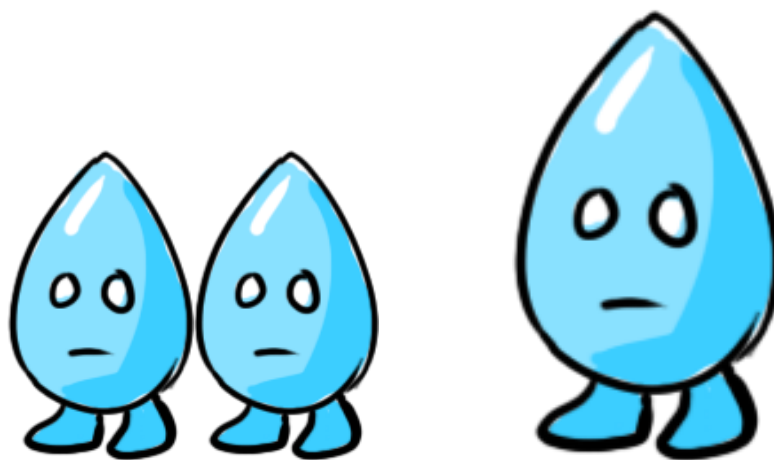
- Skills - shoots fireballs

Controls:



Android

Enemies:



The enemies are the water drops which lived on that planet

- Smaller one (3 feet) - can just give damage when touched and can be killed with just one shoot.
- Medium one (6 feet) will get divided into two when killed and take 3x more damage.

These enemies do patrolling on a specified platform and they do not get attracted towards player.

Some of player's obstacles will be spikes and spinner in his way.

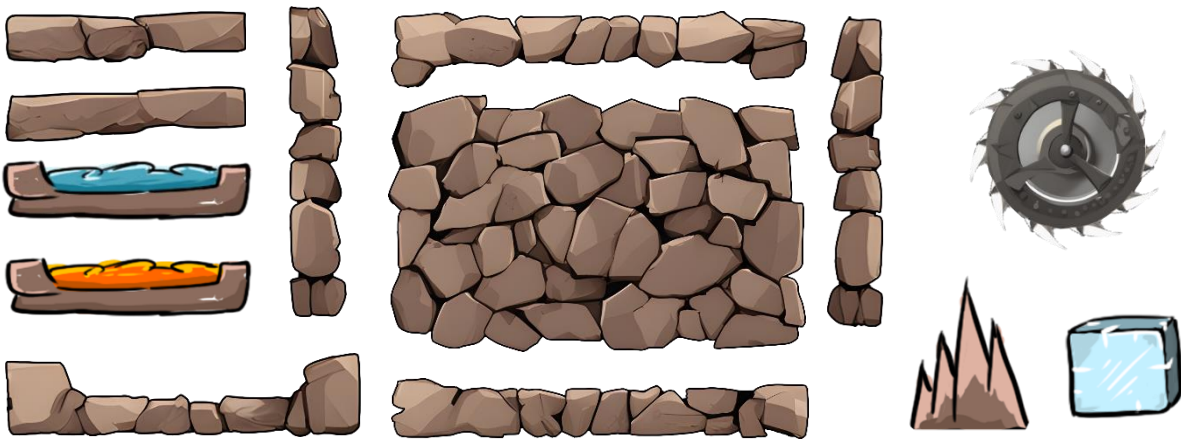


Bosses:

The boss gets attracted towards the player. He generates medium enemies until he dies. He can take 20x more damage than the smaller one. His height is three times than the player's height.

Game World

Assets:



The game starts on a planet where all the atmosphere is like earth but there are no humans. There are mainly water drops. We can see stone platforms with gaps in between, some moving platforms, and some breakable platforms.



- In first map there is cool environment with waterfalls which will be on the top of ground.
- In second map there is dark environment and lava lakes which will be underground.
- In third map there will be mixed platforms connected with Portals.

These will be connected in such a way, that after completing the last level of first map the player will meet water guy and then water guy will collect the remaining irons while the fire guy will decide to go underground (second map) and collect fuel as there is lava in there and water guy can't go there.

Interface





HUD

There will be two bars at the top one for health and other for energy, below that there is total irons and diamonds collected.

Mechanics and Power-ups

Player mechanics:

He has power of fire so he can melt iron to make different things from it, which will be used at the end of game to make spaceship parts. The player has ability to shoot fire balls. He can't swim in water but can swim in lava lakes. The player will also have different skins which will give different powers to player.

- The player can crouch in order to dodge the enemy attacks.
- Shoot fire balls which can break cracked walls, and can seal water holes.
- player can jump higher in lava ponds and will jump less in water ponds.



- He will have some energy bar which when filled then only the player can shoot, and energy bar fills faster when in lava.
- He has to buy water resistance gloves and shoes to push ice and walk on ice respectively.
- There will be also some levers when interacted will activate the platforms or open the doors, it will also make some water holes switch on or off.

Power-ups:

The player has a 40% chance of getting shoot boost which will be dropped after killing enemies.



The player can use iron and diamonds to upgrade and buy things from shop.

Cut scenes

The cut scene will start when the player first launches the game. The following things will be shown as the game begins:

- Elemento Planet
- Order from Fire Guy chief
- Fire guy sneaking and getting caught
- Hiding in spaceship and mistakenly pressing power button
- Chasing in space and Portal
- Crash landed on other planet

After first map:

- Fire and Water guy meet each other

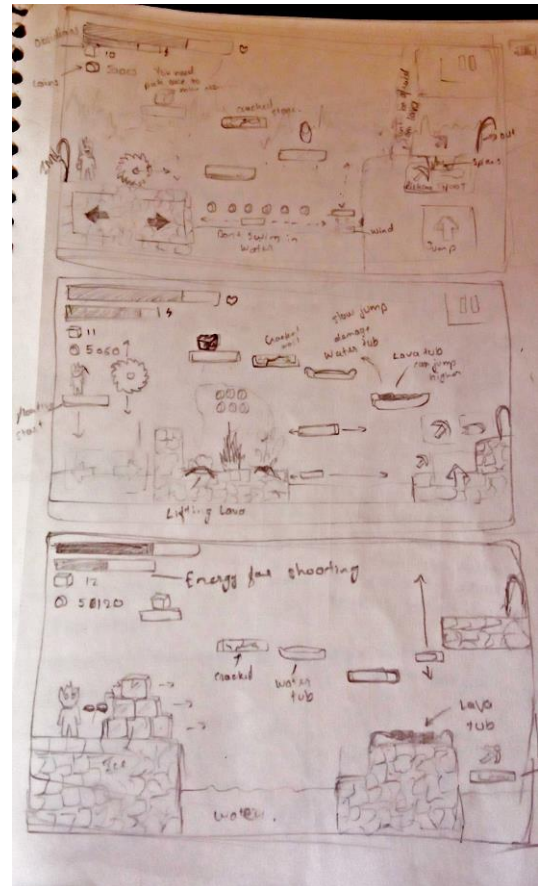
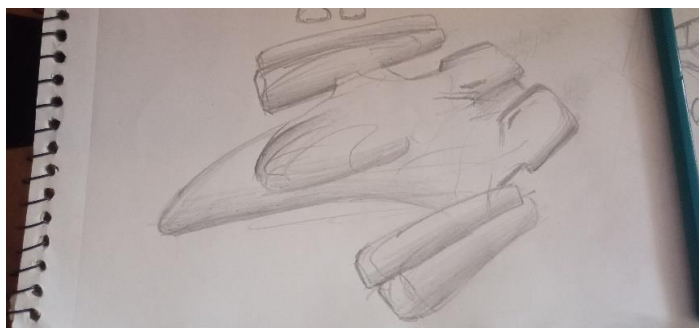
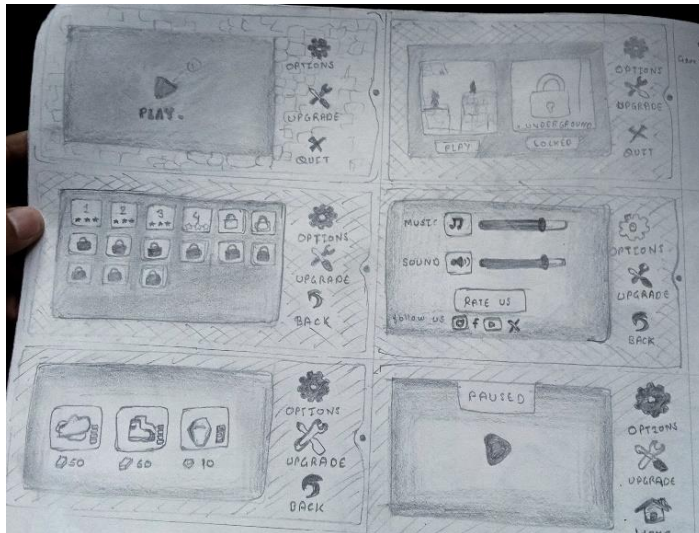
After second map:

- Making parts and design of spaceship
- Repairing of the ship

After third map:

- Portal in space
- Reaching home safely

Sketches



The END...