



Arrow Rebound

By Team *Jame Gam*

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Members:
Abdul Rafay Chohan
Zophiel Suleman
Isbah Malik



Overview/Theme

Idea Summary

Describe the idea, including some basic background and short description of the game.

Archery game, which uses Slingshot & Ricochet mechanics in a 2D space to solve puzzles and clear objectives. The game will have multiple levels, each level requiring different approaches to keep the player engaged. Different Types of Projectiles will be added, and the player will have to make use of limited resources to clear the level. As the game uses both Slingshot & Ricochet mechanics this will make it so that each level can be cleared in different ways. Points/Scoring will be implemented to reward the player for using close to perfect techniques.

Goal

What's the ultimate aim of the player playing this game? Why will it be fun, entertaining or satisfying?

Since Each level can be solved in different ways the game becomes rewarding for people who come up with out of the box solutions to solve levels. The puzzle aspect of the game will be entertaining for all types of players. The physics for ricochet will be satisfying for the players when they hit some impossible curve/bounce hit.

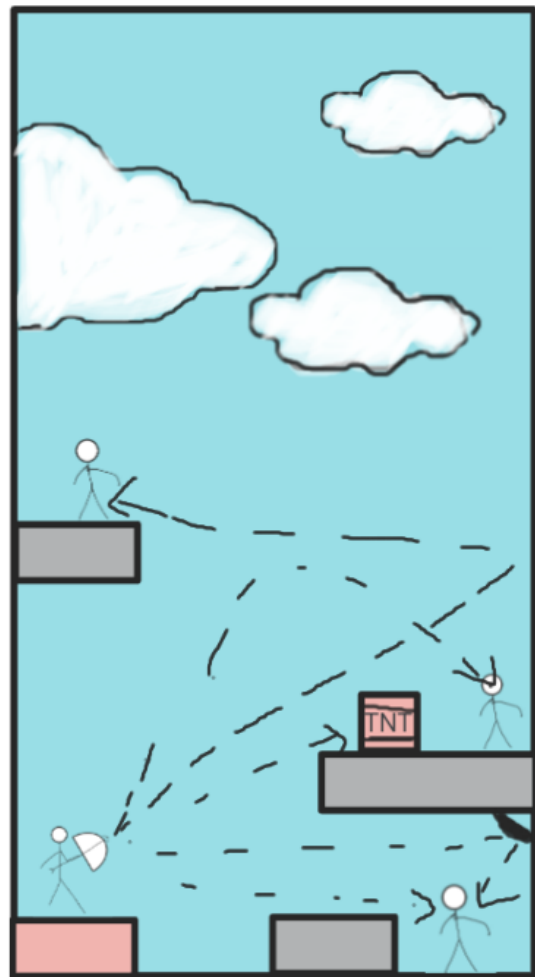
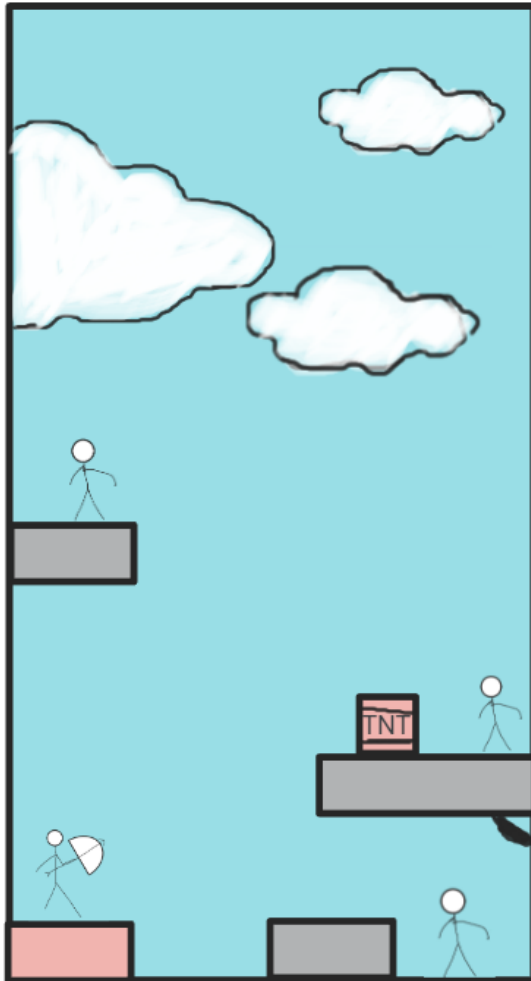
Why It Will Succeed

The idea is unique, it brings back nostalgia of games like angry birds, and ricochet kills and combines mechanics to provide a fresh experience to the player. The different number of ways each level can be solved encourages everyone to develop their own play style which gives a more personalized experience to the player. The score/star acts as a rewarding system when you are successful in implementing your unique idea of clearing the level.



Mock Ups

Use mockups that you have made, stock images, game screenshots or doodles to showcase how the game works. The quality / accuracy of the image doesn't matter, it can be a badly drawn doodle but should explain the core game.



References

Few games that best describe the idea are:

Angry Birds

Ricochet Kills: <https://www.silvergames.com/en/ricochet-kills-3>



Art Style

- 2D
- Cartoon

Look & Feel / Camera

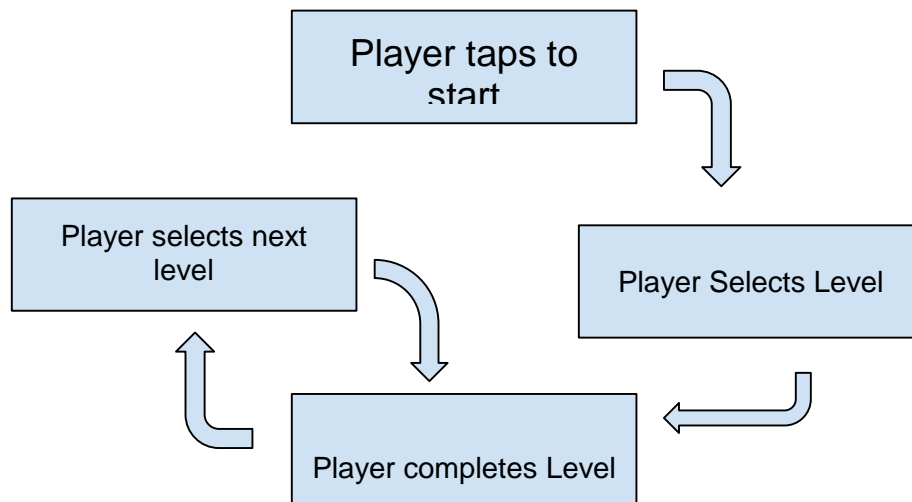
- Third Person

Mechanic

Controls

- Portrait
- Single Touch
- Release
- Drag

Core Loop



Progression

- Level Based
- Score Based