

# Gnome vs Roots

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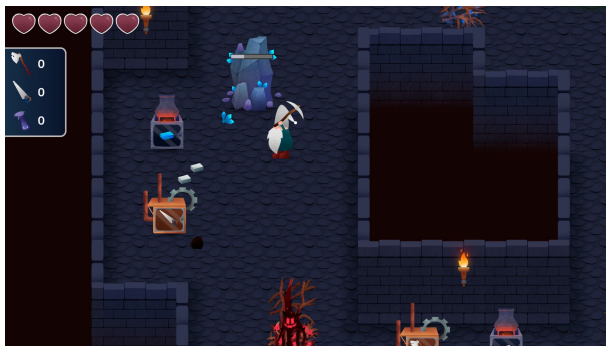
Puzzle-adventure game by Apollo11 team



# General information

“Play as a gnome whose dwelling has been invaded by evil magical roots. Craft and use various tools and solve different puzzles to fight them!”

- Casual
- PC/html5/mobile
- Made with Unity
- FTP(?)
- In production



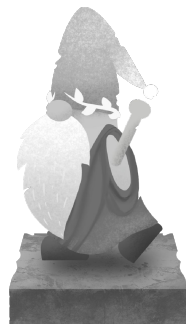
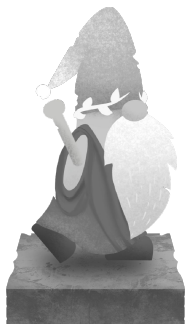
Simple level gameplay: <https://youtu.be/RYqhVFk4Y3s>

Tech demo: <https://ivanm71.itch.io/gnome-vs-roots>

# Game Pillars

Cute art, chill gameplay. Say yes to flash games renaissance! :)

But if seriously, we did it for fun at a game jam. But a lot of people liked it, gave very positive feedback and several html5 gaming portals have expressed a desire to purchase a non-exclusive license for it. Therefore, we think that our project may be of interest to other publishers.



# Game core

Solve puzzles to gain access to resource sources. Mine resources, craft weapons from them. Kill evil roots with corresponding weapons.

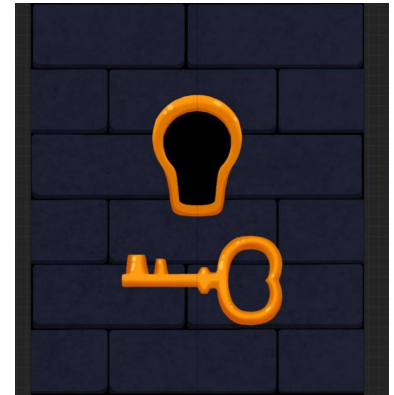
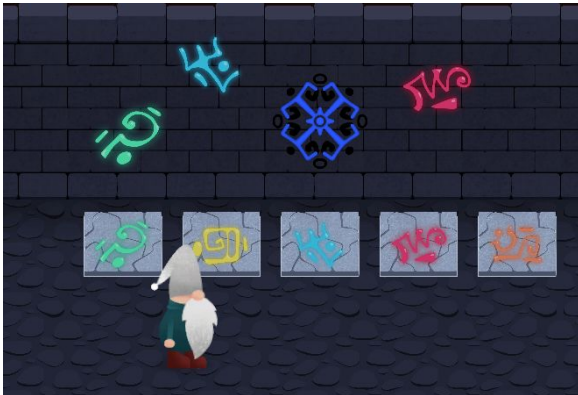
Currently the game features 3 roots/weapons types, that use 4 types of crafting materials.



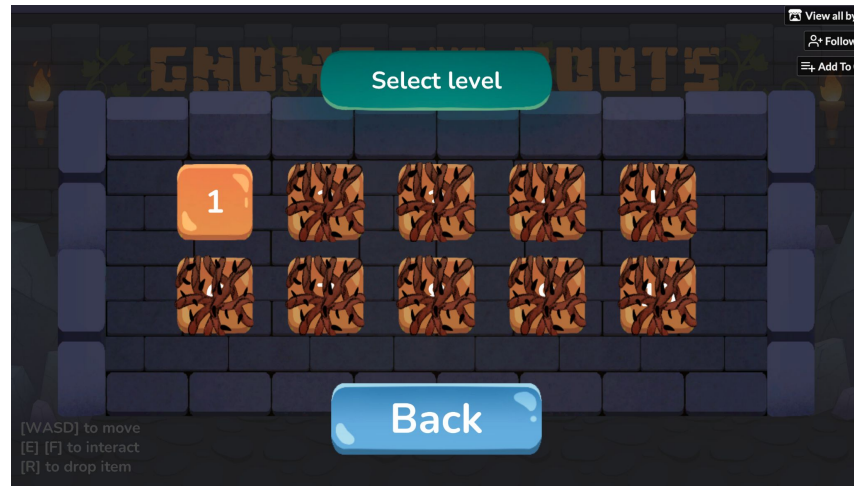
# Game core

Also 3 puzzles are implemented:

- In the first puzzle you need to step on the correct plates - the clues are on the wall. They can also be placed throughout the level.
- In the second you need to press the button in time with the light / sound of the lamp. For each such puzzle, it is possible to set a unique melody.
- The third puzzle is simply a key, which must be picked up and placed in the key slot.

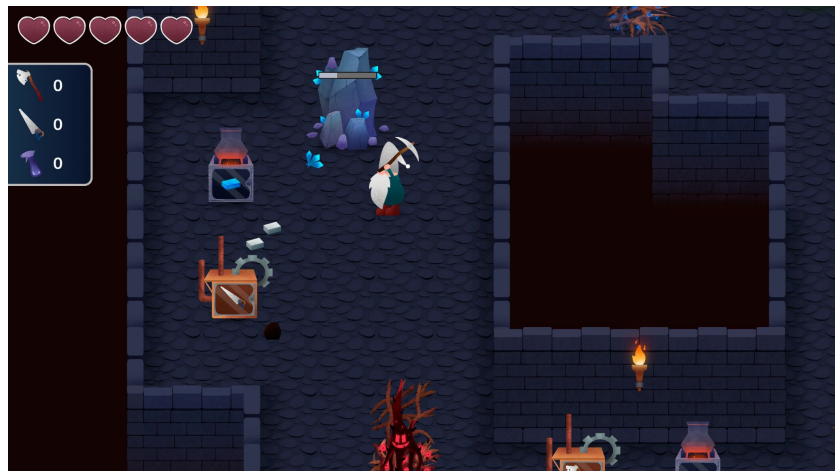


# Art



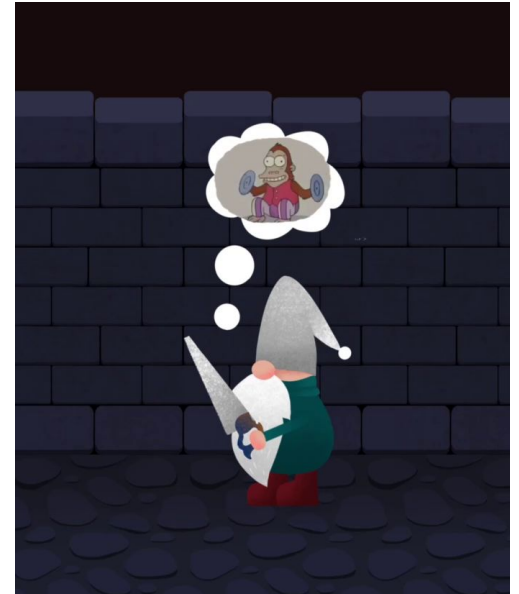


# Art



# Development timeline

We worked on the game for approximately 3-4 working weeks from zero. Further actions depend on the interest in our game from publishers and their vision (and metrics). We can add puzzles or mechanics if needed and make new levels by perforce.





# About team



We have 5 team members: 2 devs, artist, sound and game designers. Most team members have commercial experience and have been developing mobile games for several years. This is our first project together, we met during the Global Games Jam 2023 and got along really well.

# Contact information

Team lead: [ivan.mrgun@gmail.com](mailto:ivan.mrgun@gmail.com) or <https://t.me/IvanM71> (Ivan, mr)

