PART 2 : PROTOTYPE ASSIGNMENT

Name: Deeds-Reach To Death

Description:

Lifetime running game where players run from baby to old man and reach death.

Core mechanic and fun element

- Players need to collect objects which can be food, toys, balloons etc.
- Soul Taker: if player health decreases before reaching death (Ex: Health may decrease if player collects wine). Then Soul taker will come and take the life
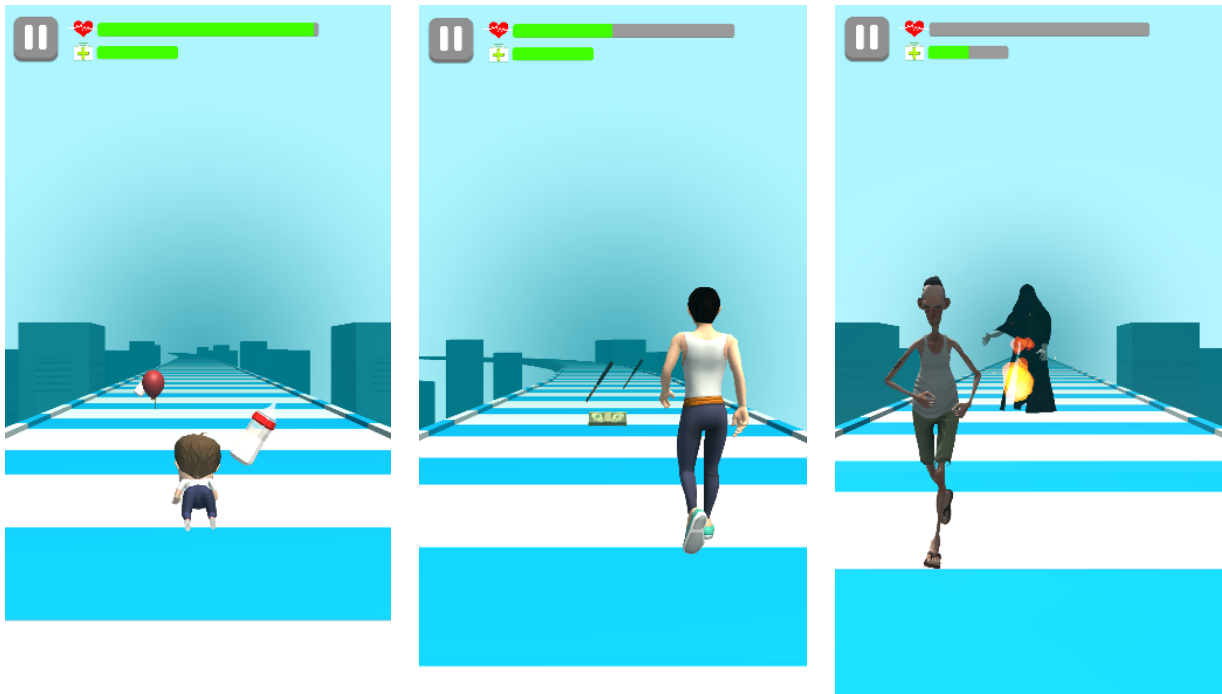
Controls

- Swipe to move player

Win/fail condition

- No fail case but less reward if soul taker takes life

Art:

Team Detail:

MD Nawazuddin (Sr Game Developer) : Game Play

Amaan Khan (Jr Game Developer): UI Alignment and Animation

Safder Khan (Jr Designer): 3D Design