

The Cloud Seeker

Description:

'The Cloud Seeker' is a single-player video game platform developed in HTML for the web.

Target Audience:

Any person with an age range between 10-65 years old is suitable to play this game.

However, it is recommended due to the interest of the audience itself to a younger audience (boys and girls between 12-30 years old), since this group is the most likely to be interested in the game because of the story or the gameplay.

About 'The Cloud Seeker':

Help Arno reach the stars!

Arno is just an average satyr who, after the rejection by Dan and Dionysus, is trying to get the approval from the Gods. For this purpose, he needs to get the blessed wings that will make him reach their world!

Please, help Arno. With your help, he will be happy again!

The game's main goal is to guide Arno, our main character, through the forest where he has been abandoned until he reaches his precious blessed wings that will allow him to fly to the skies where the Gods meet. To do this, you must avoid all kinds of obstacles and face the different paths that lead to the stars. Try not to get lost, and have fun!

How to Play:

- Use A key or Left Arrow to move left.
- Use D key or Right Arrow to move right.
- Use W key or Up Arrow to jump.

¿Why play 'The Cloud Seeker'?

If you're a fan of platformer games, you like challenges or just get excited about playing while you're listening relaxing music: this game is for you.

Following the story of Arno and trying to achieve his goal are the main incentives of this video game. For those less demanding with story, there is for them a series of platform style tests that will challenge the new and veteran.

References:

- Assets (Environment/Level Design): [OpenGameArt](#).
- Assets (Arno/ Interactive): [OpenGameArt\(Arno\)](#), [SpriteFX\(Lightning\)](#), [SpriteFX\(Portals\)](#).
- Sound Effects: [Jump](#), [Death](#), [End](#) (All -> [FreeSound.org](#)).
- Ambient Music: [Level 1](#), [Level 2](#), [End](#).
- Web Icons: [Icon Finder](#), [Simple Icon](#).
- Game mechanics research: [MDN](#), [Phaser\(Learn\)](#), [Phaser\(Examples\)](#), [StackOverflow](#).