














GAME DESIGN CANVAS

v1.3

Projeto para: Learning
Projeto de:

Data: 28/06/2020
Iteração:

| | | | | |
|---|--|--|--|--|
|  Plataforma WEB |  Conceito Infinite run. |  Jogabilidade Jump Shoot Kunai Shoot Spear |  Fluxo do Jogo Rescue as many eggs and chicks as possible |  Controle Keyboard and mouse |
|  Interfaces - Volume configuration screen - Screen with the highest score |  Mundo do Jogo Game with ninja atmosphere |  Chefes & Inimigos - Several enemies and obstacles ahead Enemies with new mechanics as you progress - Manage your weapons to pass in certain situations. |  Mecânica & Poderes - The player can play 3 kunais, but must wait a while before playing again. - Picking eggs helps to reduce waiting time - To play bomb with area damage, you must catch chick to decrease the time of waiting to use a new bomb |  Personagens It's a ninja chick, his brothers have been stolen from the nest and he goes on a journey to try to rescue as much as possible using his tools. |
|  Cutscenes, Bonus Material Comps - Pixel art style - Use of third-party sound | | | | |

WWW.GAMEDESIGNCANVAS.COM

Por favor, envie-nos o seu feedback valioso gamedesigncanvas@gmail.com

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