

GOD

Miguel Figueiredo

Nome do Jogo - Pé na Areia.

Gênero - Runner (Tem duas fases de dois minutos com dia e noite).

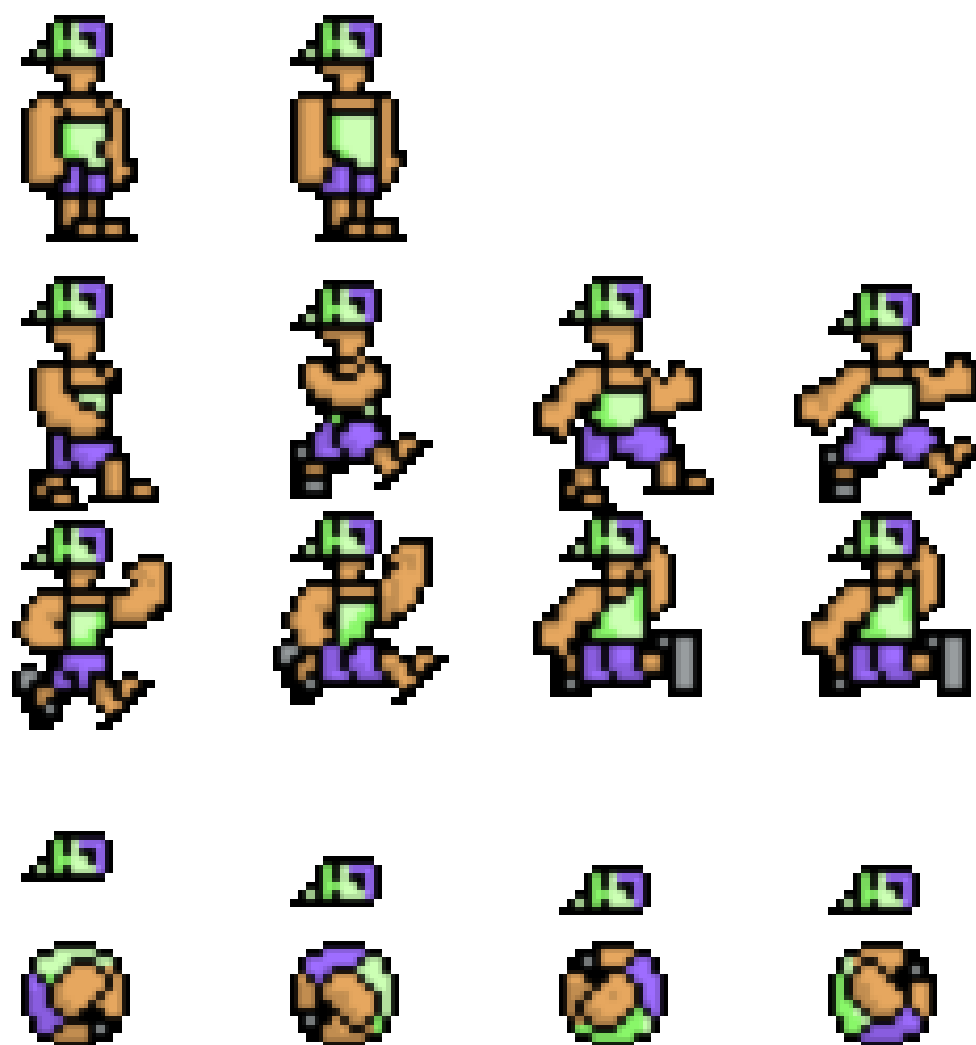
Personagem - Felipe (Maratonista).

Conceito Geral - O jogador controla um personagem correndo continuamente pelo litoral praiano em uma maratona de dois dias.

Objetivo - Terminar a corrida ao final do segundo dia, passando por obstáculos terrestres: castelos de areia e flutuantes: pipas.

Processo - Dia 1: Dia (De 0 a 1 min) >
Dia 1: Noite (De 1 a 2 min) >
Dia 2: Dia (De 2 a 3 min) >
Dia 2: Noite (De 3 a 4 min).

Spritesheet - Personagem



Dia 1: Dia



Dia 1: Noite

Spritesheet - Personagem



Dia 2: Dia



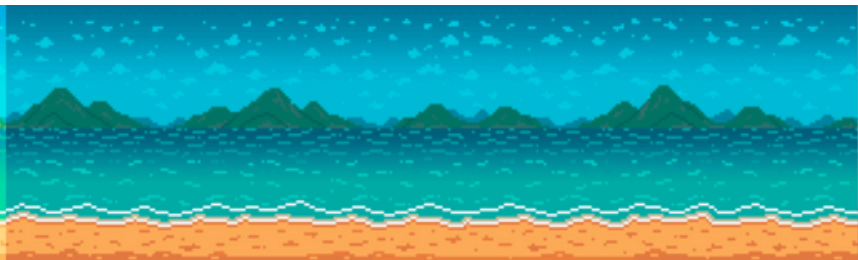
Dia 2: Noite

Spritesheet - Cenário

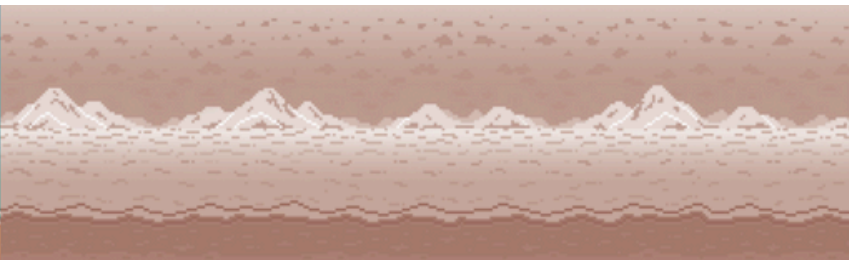
Dia 1: Dia



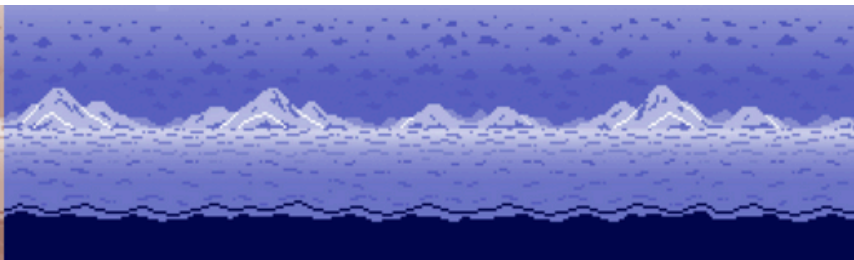
Dia 1: Noite



Dia 2: Dia

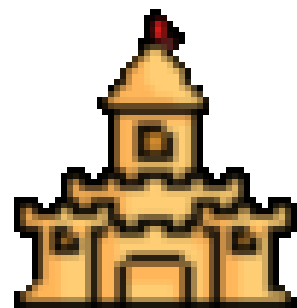


Dia 2: Noite

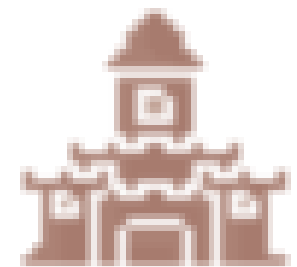
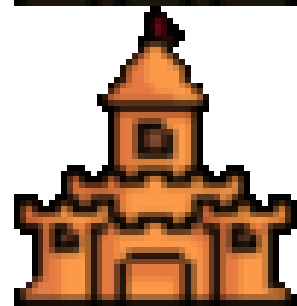


Spritesheet - Obstáculos (Castelo)

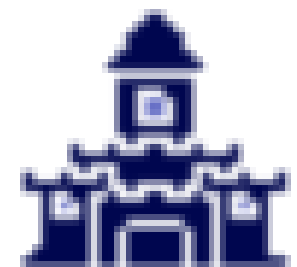
Dia 1: Dia



Dia 1: Noite



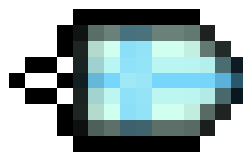
Dia 2: Dia



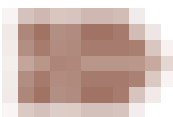
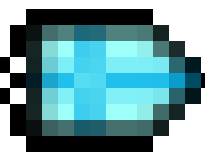
Dia 2: Noite

Spritesheet - Obstáculos (Pipa)

Dia 1: Dia



Dia 1: Noite



Dia 2: Dia



Dia 2: Noite