

YEAR 7 ENGLISH

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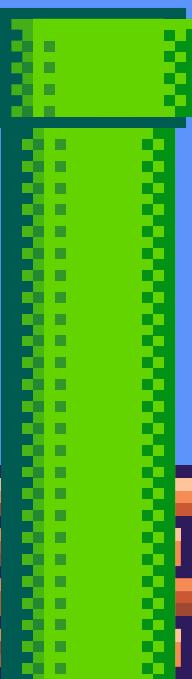
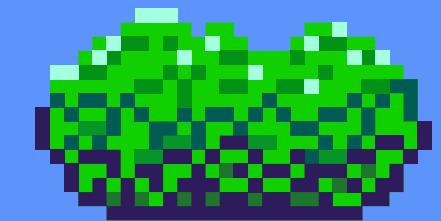
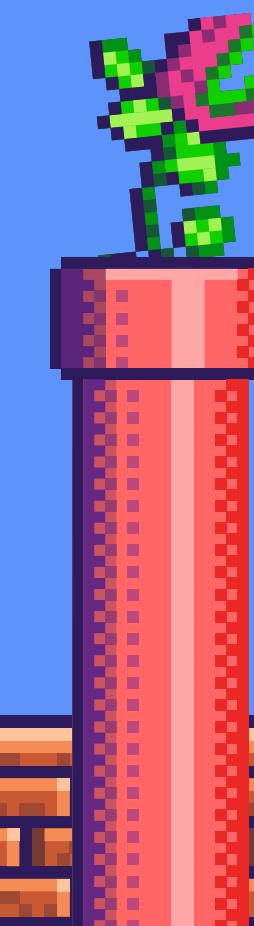
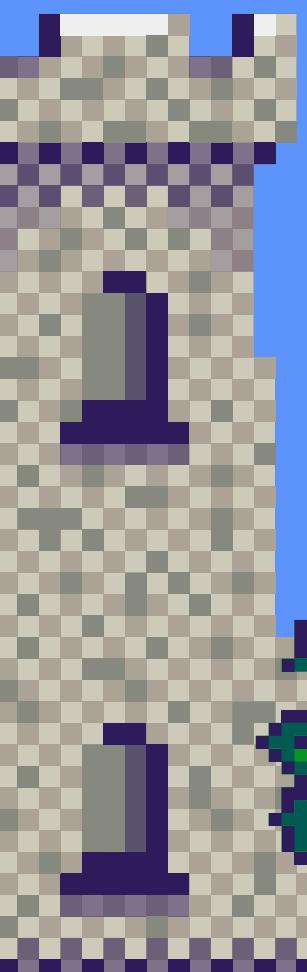


# MAGIE TOWER

SIGN IN

START

MENU



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# PITCH

This is a rogue-like 2D arcade platformer inspired by the original Donkey Kong. The player controls a regular guy climbing platforms to rescue a princess from the evil Dark Mage. The game features three levels, each with unique enemies and obstacles, culminating in a final boss fight.

Each run earns the player experience based on progress, which can be spent in the main menu to upgrade lives (from 2 to 3) or movement speed. Players must jump over rolling barrels, defeat enemies using a fireball (with a cooldown), and climb ladders to chase the mage across levels.

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# GAM~~E~~PLAY

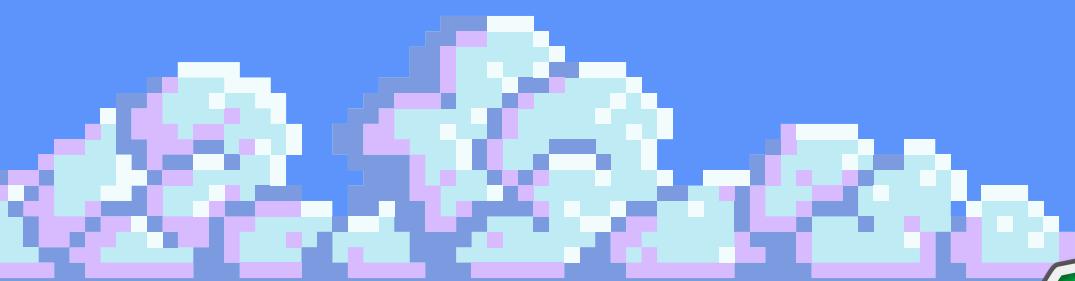
- Climb each level to reach the Dark Mage while dodging barrels and defeating enemies. Reach the mage three times to enter the final boss room and defeat him with 3 fireball hits.

FIREBALL  
MECHANIC

OBSTACLES

TOOLS

POWER UPS



SPRITE



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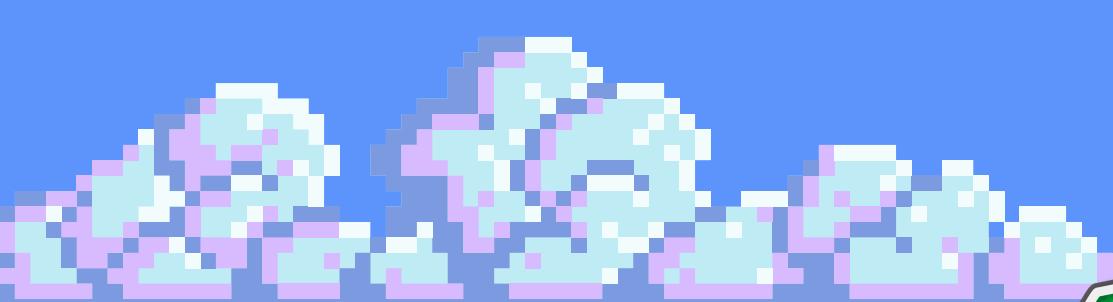


Corriendo



Brincando  
Barril





# SPRITE



Paolo

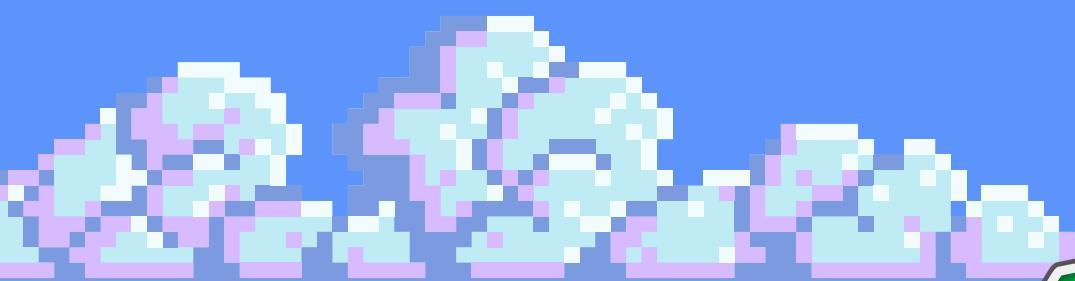


Corriendo



Brincando  
Barril





SPRITE



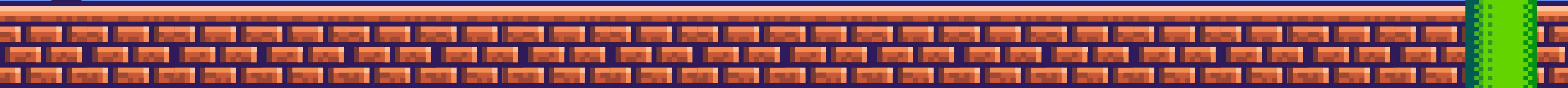
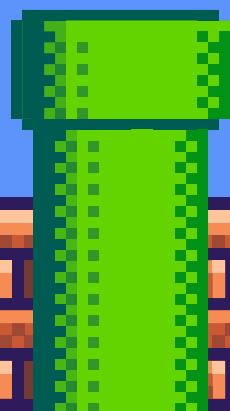
Éfren



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# MAPS

3 Maps for the game, 1 for the final boss

EASY

MEDIUM

HARD

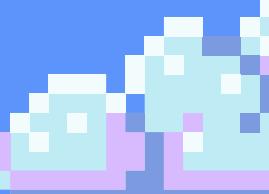
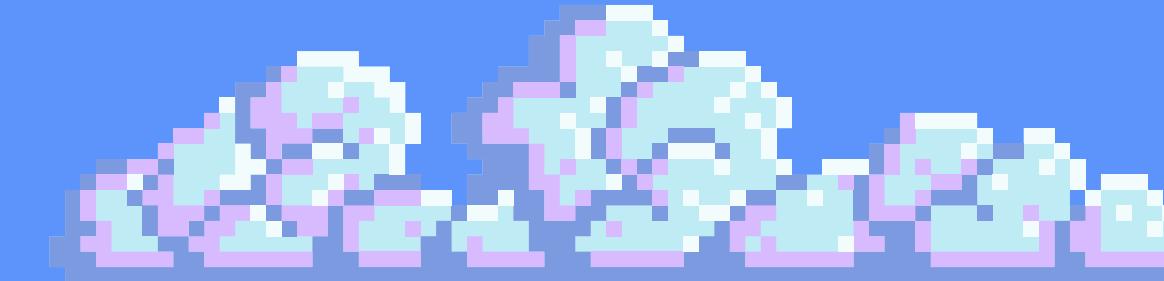
EXTREME

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# MINDSET

The players who play the game should feel

CHALLENGED

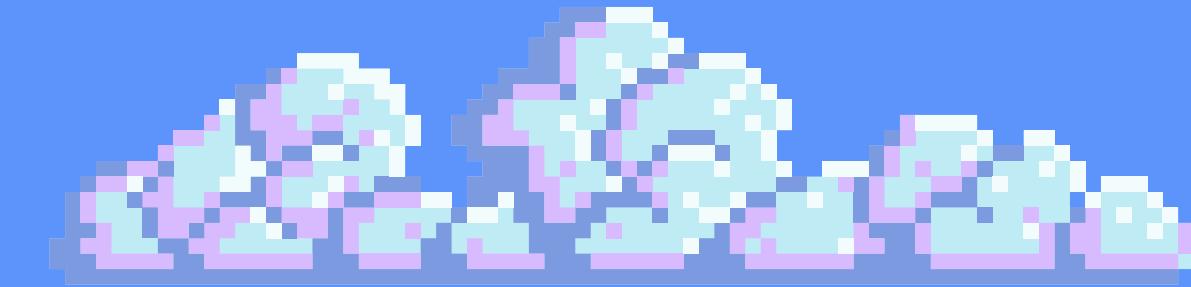
DETERMINED

EMPOWERED



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# THE END

THANKS FOR PLAYING!

