

**JYOTHY INSTITUTE OF TECHNOLOGY**

**Off Kanakapura Road,Thataguni,Bangalore-560082**

**DEPARTMENT OF INFORMATION SCIENCE & ENGINEERING**

**&**

**BitsNBytes presents**

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GAMEATHON 5.0

**Abstract:**

**TEAM NAME : Alpha Clan**

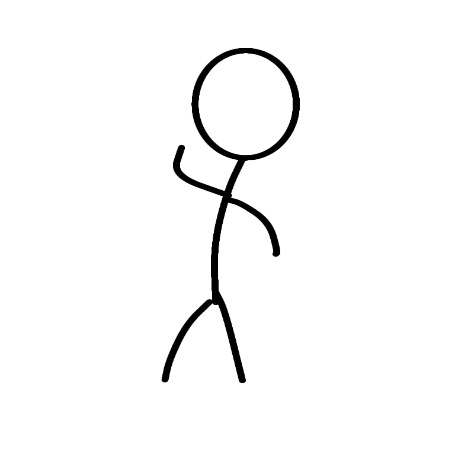
**THEME CHOSEN : Life is Currency**

**GAME IDEA (in paragraph) :**

**In this game, there is a character who is given a set of clues at each level in order to find money which is hidden in his surroundings. We have chosen a stick figure, as our character to be very minimalistic and at each level the character finds money with which he can buy emotions for self-upgradation or colours to colour his colourless world.**

**GAME ASSETS (paste images of all assets) :**

1. **Charatcter : Stick Figure**

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**VISION OF THE GAME :**

**To portray that the new trend of life is to depend upon money for our emotions and for a colourful life.**