

DASHAVATAR

Date.....

Level Structure

A1 A2 A3 A4 A5

A6 A7 A8 A9 A10

Gameflow :-

Suppose

Parshuram (on-click)
Avatar

(10
Avatars)

Scene-1

Quick Story
Brief in animation

(After-effects, Premiere Pro,
Illustrator)

Scene-2



Sub-levels
(Sub enemies)

Main Enemy

So on...

Basic Gameplay

Gameplay

Main Enemy
Character

→ level :- Basic

→ only hand attack

→ Speed : slow

→ instructions : how to play

→ A level up
difficulty

→ ~~power ups~~

→ flying attacks

etc. etc.

Containing:

(Sub-enemies)

(power ups)

(Special boost)

etc etc

Quick Story ending
in Animation

Date.....

Parshuram Story :

Essentials :

- Main character.
 - parshu (main weapon) (with special power up)
 - Enemy 1 (Ground soldiers)
 - Enemy 2 (Arrows soldiers)
 - Enemy 3 (Bomb tanks)
 - ~~Main~~ Boss Enemy (Raja Arjun with 1000 Hands)
- not possible
so → 6-8 hands
- Sub-Boss Enemy → (His Kids)

M. ~~Level~~ ~~Checkpoints~~ ~~after~~

Game Controls : Mini-Militia (Reference)