TOGS ANKARA - 2nd Stage GAME DESIGN DOCUMENT

Oyunu hazırlarken aşağıdaki başlıklara ve karşılarında yazan açıklamalara göre hareket edeceksiniz.

Kırmızı ile yazılan bilgiler oyundan ne beklediğimizi açıklıyor.

Başarılar 💙

P Basics

Isim	Merge Cars
Aciklama	Arabamızı üst modellere modifiye etmeye çalışıyoruz.
Oyunda kullanılacak genre	1. Swerve 2.Merge 3.Puzzle

Specifications

Aktor	Ana karakterimiz araba.
Mekanik	Buy to merge and evolve to crash the enemy
Kamera Acisi	Behind and above the player. In final stage camera directs it self to battle area
Props	Wheel and cars which will be merged in gridsystem with diffrent particle systems. Seperate buying algorithm which allaws to buy more cars and wheels.
Amac	Arabamızı üst modellere taşımak
Oynanış	In grid system, player swerves to evolves wheels and cars separately to merge them to togeher to fight with the enmy in the end to collect more and more money.
Fail State	If player's power below the targeted the enemy power level players car explodes which leads to repaeating to same level.
Success State	If player comes up with the most possible evoliton, player's power level exceeds the enmy power level and player continues the next level.
Rewarding Senaryolari	At the end of every level a wheel of rewards appears in user interface, and it offers the multiple bonus in the condition of watching ads.

Style

Benzer	https://play.google.com/store/apps/details?id=com.ozn.weaponevolution
oyunlar	https://apps.apple.com/us/app/phone-evolution/id1603225576
Linkler	https://play.google.com/store/apps/details?id=com.fusee.MergeMaster&hl=en≷=US https://play.google.com/store/apps/details?id=com.gramgames.mergemagic&hl=en≷=US

