

# Googly Climbing

Game Start

Option

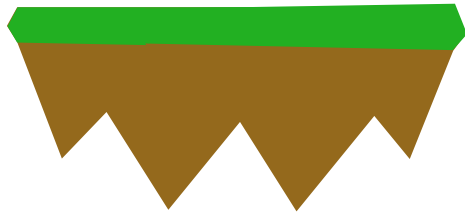
Credit



# Game Design - map

Camera will follow player.

There is no penalty on  
player's position.



Jump beyond this line,  
Player will go next stage.

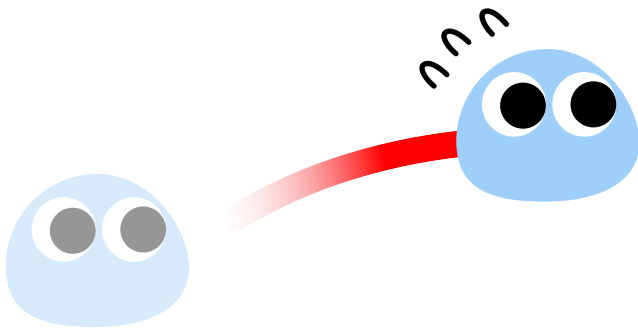
Player should go up.

If player fall into dark area,  
Player will be game over.  
It also came toward upside.

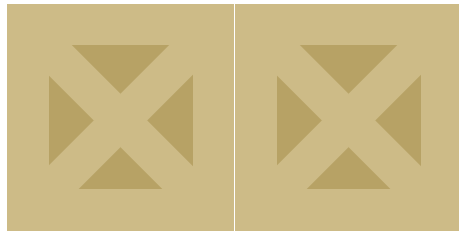
# Game Design - control

Added rolling.

You can change the direction directly in the air.

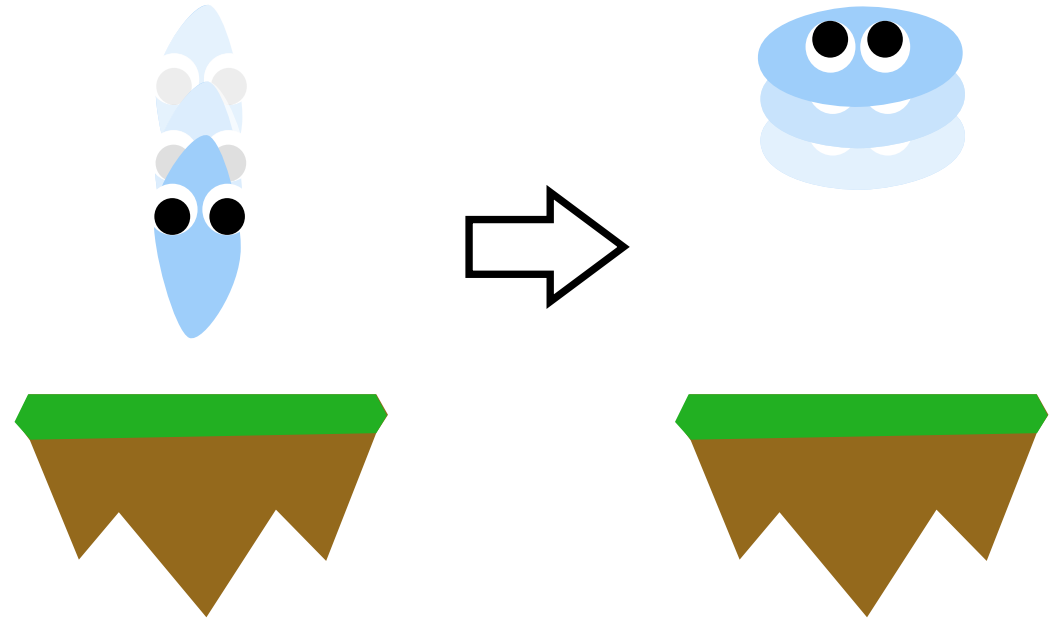


Shift



Also Removed dash/flash.  
Added stump feature.

You can bounce higher.



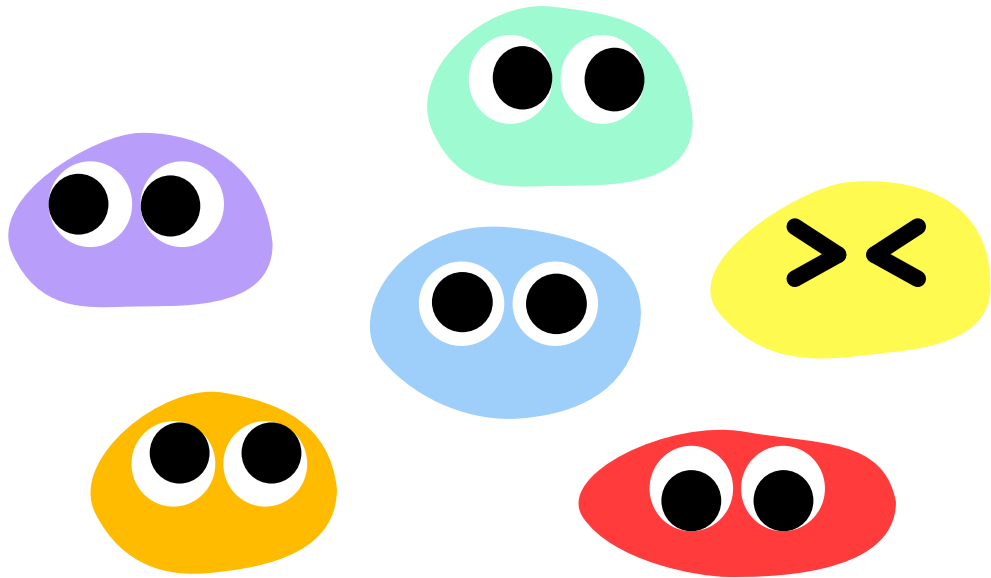
S

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Space

# Game Design - option

You can change Player's color!  
Make your own unique googly.



Of course, there will be sound setting.

BGM: 

SFX: 