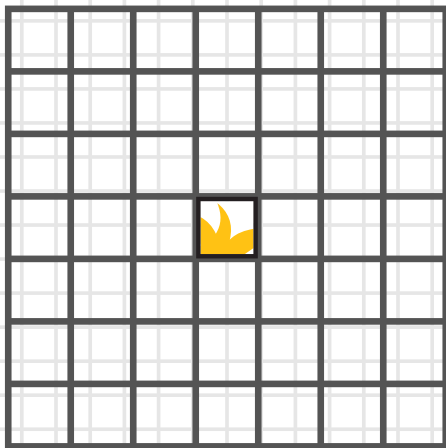


# SkipStack

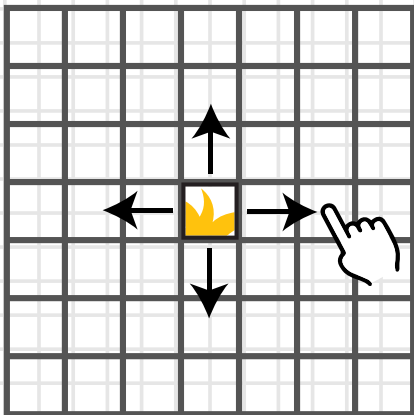
	1	2	3	4	5	6	7
1							
2							
3							
4							
5							
6							
7							

*Bitmap*

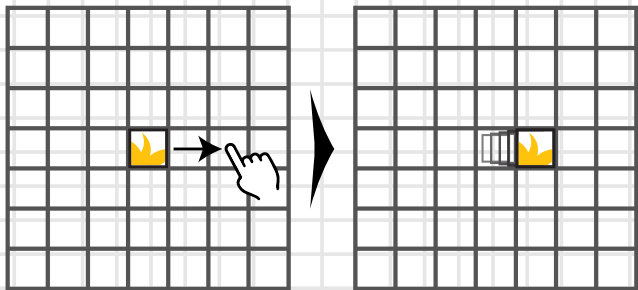
SkipStack is played on a seven by  
seven grid



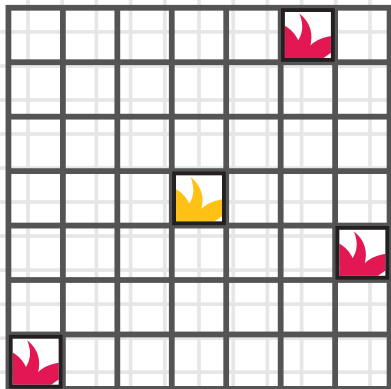
The player controls a cube in the  
middle of the bitmap



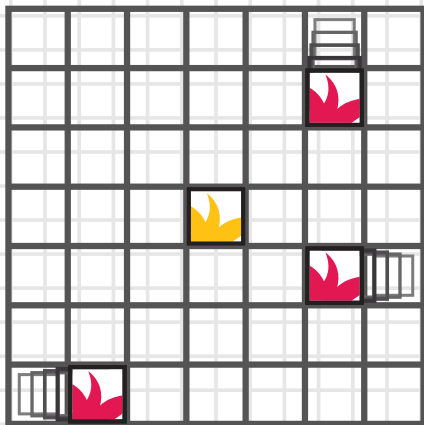
The cube is controlled by swiping on the screen



Swiping flips the cube to its side,  
moving it to the next space of the  
bitmap



Cubes spawn on the borders of the  
bitmap



Cubes start moving towards the player

The way they move mimics the players, by  
flipping on different spaces on the  
bitmap



*Newline*

They flip once per beat

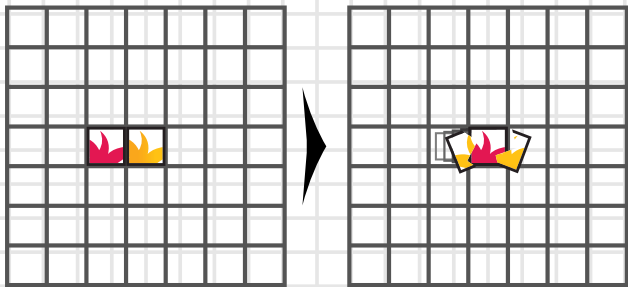
The beat is indicated on the bottom of the  
bitmap





Every time the newline depletes a beat  
goes off

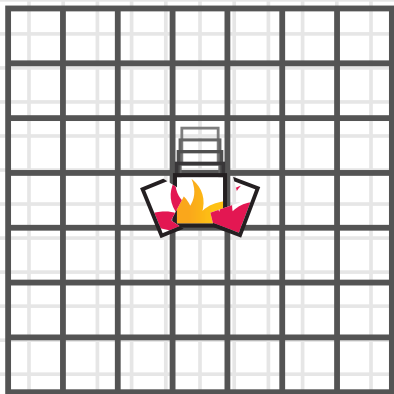
After every beat the newline gets renewed



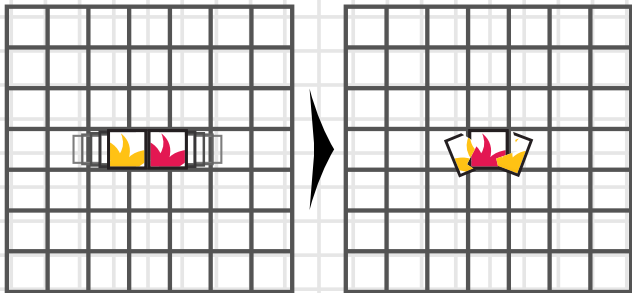
*Forceflip*

If the enemy cubes flip onto the player, a game over is triggered

The player can be forceflipped by every direction



The player can forceflip any enemy to eliminate them or stun them



If the player's flip collides with an enemies flip, they are always over-powered and forceflipped

- ⊙The game is determined by the points the player collects as they advance through levels
- ⊙The points and the way the levels advance are determined by the game type
- ⊙On each level, the amount of enemies that can spawn at once goes up
- ⊙If the amount of enemies on screen exceeds that of 24, the bitmap expands

- ⦿ The player starts with a number indicating the enemy cubes he has to forceflip
- ⦿ Once the player has eliminated all the enemies, the player is advanced to the next level, where the enemy count is reset and highened and the newline depletes faster
- ⦿ On nearly missed forceflips the multiplier goes up and multiplies the score at the end of the level

- ⦿ The player starts with a timer on top of the screen
- ⦿ As time passes levels go up, beat fastens and more enemies spawn
- ⦿ Near-misses add points to the score
- ⦿ The time counts as multiplier on game over

- ⊙ Similar to Endless
- ⊙ Forceflips don't kill oponents
- ⊙ They make them crash on the border of the grid, destroying any oponents on their path



- ⦿ The player starts on a blank grid
- ⦿ A splash of paint is left where the player has been
- ⦿ It gets erased by the enemies as they step on them
- ⦿ A percentage is on the top of the screen representing the amount of tiles painted by the player
- ⦿ After the percentage is filled, the grid cleans up and the percentage is renewed and heightened, as well as with the enemy spawn count getting heightened

## Beatlock:

All game types can be played in Beatlock mode, where the player's movement is restricted once per beat

The game provides a global leaderboard that compares the top scores of every game type, as well as the additive score of the entire game

It also provides the player with a screen of their own achievements and indicates whether their scores have been topped

## Scores kept on local storage:

## Enemies forceflipped per game type

## Enemies forceflipped globally

Longest life on endless

## Tiles pressed

## Tiles painted

## Number of flips

## Enemies spawned

## Times Forceflipped

## Times Duel Forceflipped

## Near-Misses

## Highest level per game type

Highest level Globally

## Longest Run time