**GROW TALL**

**SUMMARY**

Grow Tall is a small game about a tree going through the stages of its growth cycle. Throughout the game there are Harsh and Soft lights this is due to the ozone layer being broken up by pollution. The soft lights grow you gradually however, Harsh light will grow you faster but harms your existence.

**CONTROLS**

MOVE LEFT - A

MOVE RIGHT - D

**AIM**

Grow Tall by being is sunlight, do you risk your existence by daring to use the Harsh Light? Or play it safe and grow by the Soft Light

Most importantly have fun!

**WHY**

We made decided to make this game as we thought that it met the brief and requirements well. Along with having a fun concept using both Ozone / Pollution and Deforestation as a twist at the end. Using a trees life span to tell a story, from a sapling to being chopped down.

**CREDITS**

Made by SleightofDice

Artist – Louis Lee @louis12lee

Level Designer – Daniel @Daniel\_JMDev

Mechanics – Cavan @VanaghB