

SilverFOCS Incubator

A stylized, dark gray game controller serves as the background. It features two orange curved buttons at the top, a central gray rectangular area, and various colored buttons (red, green, blue) at the bottom. The text is overlaid on this background.

S-FOCS (game)

The Escapist



Together We Define





Game Object:

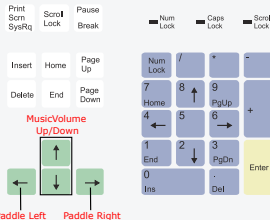
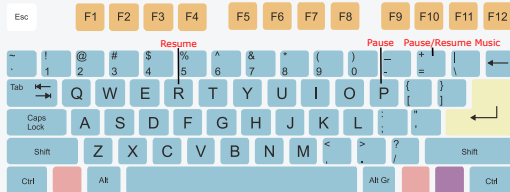
Use the disaster background of volcanic eruption to render a passionate but intense atmosphere that can bring out the player's potential by using laser balls to destroy lava and rocks falling from the sky.

Experience Description:

The players are supposed to use their wisdom to try to break as much bricks with the same properties as possible, which gives great achievement. Besides, they can get the stimulative feeling when the magma and rocks are falling closer and closer, making the final escape more fulfilling.

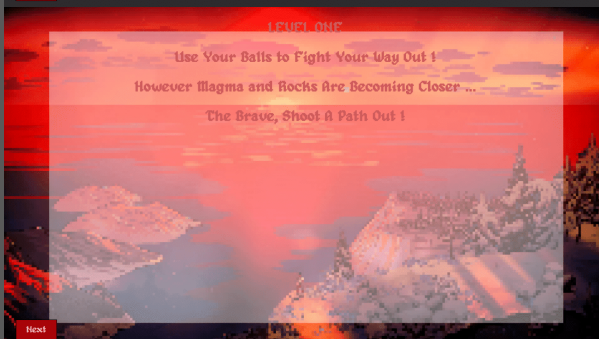


Operating instructions





There is no scoring system in our game, and the only goal is to escape from the falling magma and rocks and SURVIVE.



Intro to the game
Falling Speed: Minimal
(Negligible)
Difficulty: Very Easy
Just get familiar!



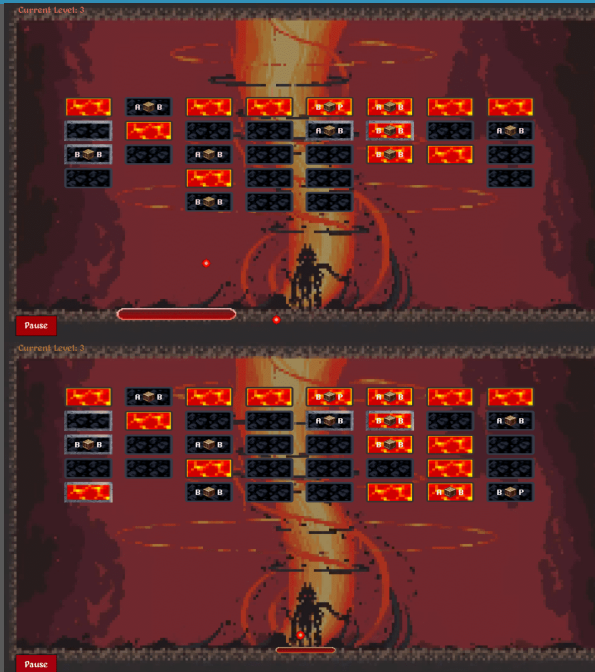
Getting Better

Falling Speed: Moderate

Difficulty: A little Hard (?)

Pay attention to the Buffs!

Read the background intro carefully!



Epilogue: Grand Escape!
Falling Speed: Very Fast
Difficulty: Super Hard
Allfather give me BUFFS!



Creator goals

- Create a thrilling action game
- Render immersive disaster theme
- Combine Tetris and Matching
- Special items offering enjoyment

Description of original elements

- Theme: Volcano Eruption
- Bricks: Magma and Rocks
- Ball: Laser beams
- Paddle: Mirror
- Specials: Reinforcement



Concept diagram





Background Music From [OpenGameArt.org](https://opengameart.org/)

Fonts Alagard, credit to Hewett Tsoi
Magical, credit to Graphix Line Studio
AppleGaramond

Team members

- Wang Jiyang
- Wang Ningjun
- Ruan Kunlin
- Wu Zhile

