GAME OVERVIEW

Intro

Player controls a freelancer(รับจ้างสารพัด), Martin, who is hired by the President of Water City to collect the advanced technology blueprints from a derelict city called Steam City. During the journey he meets with the steam-engine animals that are protecting the blueprints.

Objective of the game

The objective of the game is to collect the blueprints. To win the game, the player has to collect all 3 blueprints.

Genre

Adventure, Platformer

Features

-2d
-Single Player

Platform

Windows

Intended Audience

Everyone

CORE GAME MECHANICS

Controlling

      Movement   run or walk (A and D), jump (Jetpack)-(Space bar)
      Action   shoot (Mouse1), maybe picking up (E)

HP

      Player has three hearts.
      There is/are HP potion/potions for the player to heal themselves.

Enemy

      There are 3 types of enemy.
      1. Running Rabbit   Running Rabbit will chase the player when is near them.
      2. Jetpack Bird   Flying Bird will shoot sth. down to the ground.
      3. Mortar Turtle   Mortar Turtle will shoot the projectile bullet to the sky and
                                   the bullet will fall to the ground.

Item

      Blueprint   There are 3 blueprints.
                     -two of the blueprints can be collected by picking up or walking through.
                     -One of them can be collected by killing enemy(Enemy Loot)

Developers

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