



Team **TOB**
Try Our Best.

SKY WALK

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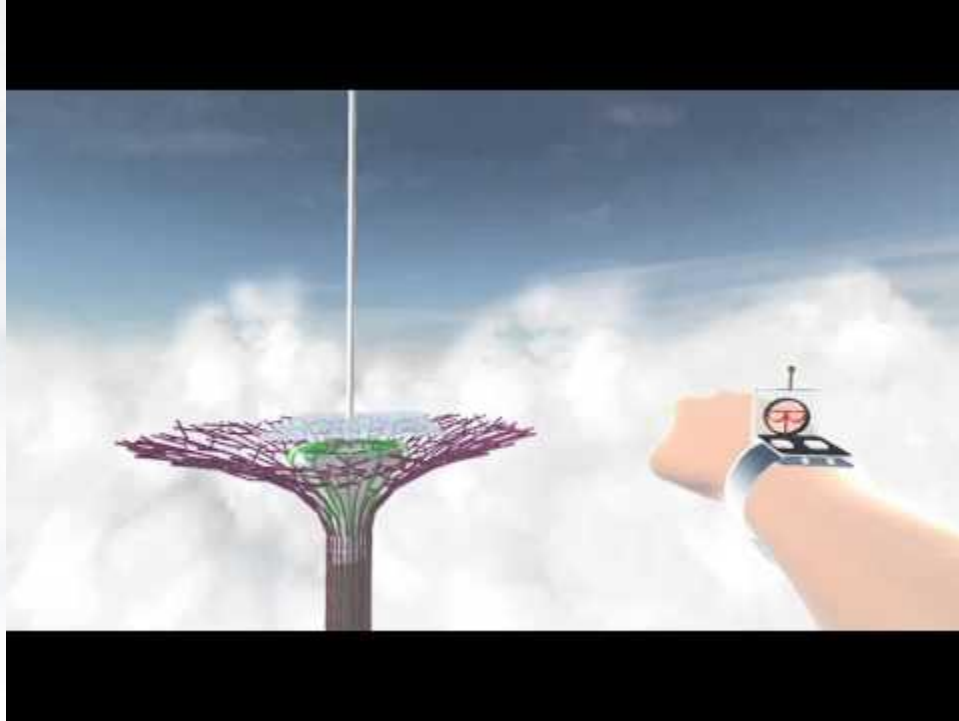
Aditya Kumar Choudhury

Game Overview

- First Person-Controlled Game including elements of adventure and jump and run
- Player is a SG historian who wants to get back his trophies
- Little Monsters stole them and placed them on high towers
- The player can create platforms in the sky and walk on them to reach his goals

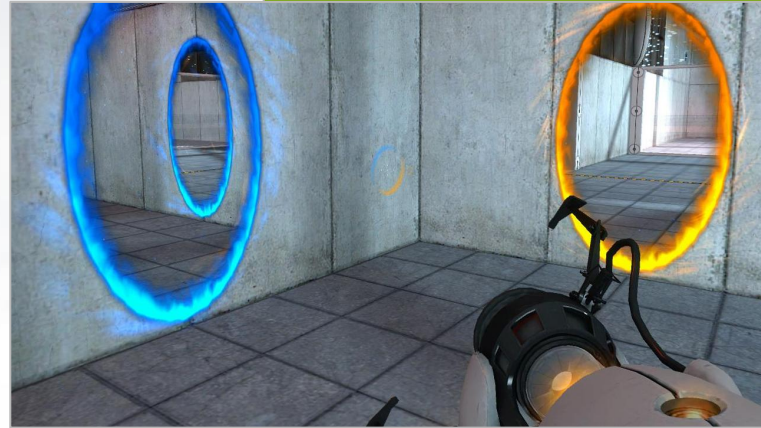


Introduction Video



Game Play and Mechanics

- Inspired by “Portal” and “Minecraft”
- Player can not shoot and kill little monsters
 - Trap monsters on platforms
- Cage around Trophy
 - Find way to destroy it

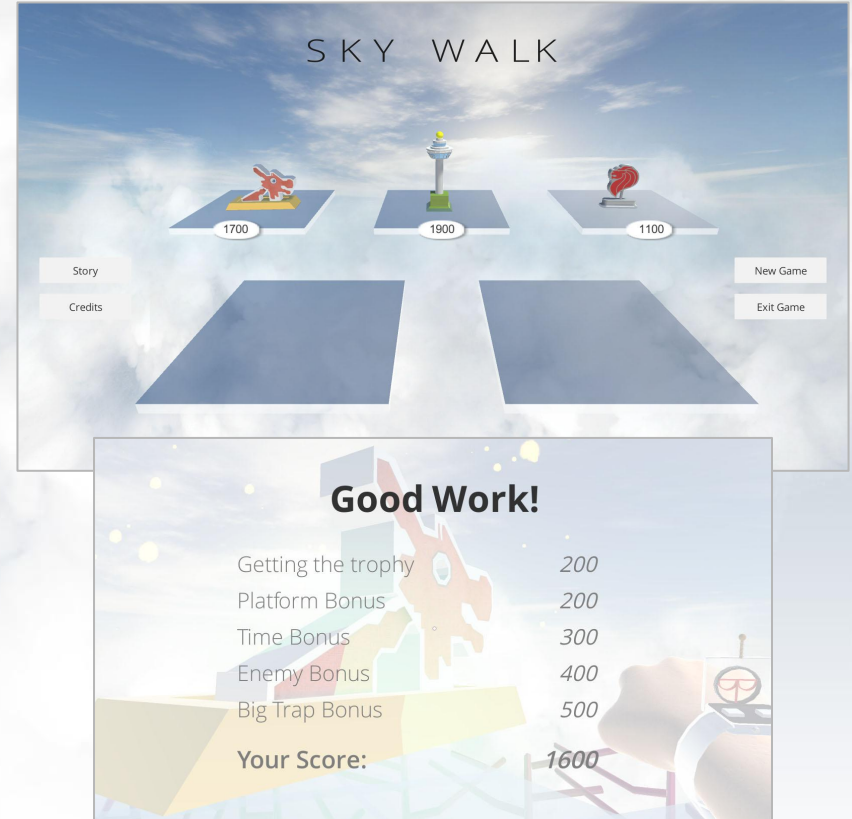


Main Features



Screen Flow

- Main Menu
 - Starting Point to reach levels, story, credits, restart and exit
- 5 Levels with increasing difficulty
 - Finish one level to unlock next
- Scorecard
 - After collecting trophy
 - Score is also displayed in menu
- Game saving
 - Progress is saved in external file
 - Possibility to restart whole game



Sound Effects

- Objective
 - To have immersive gaming environment
- Theme Song
 - Electro theme that can express challenge, sensation and fantasy (Own-Tuned)
- Sound Effects
 - Default sounds from Fruity Loops (FL Studio)
 - Sound Jay (<http://www.soundjay.com/>)
 - Free Sound (<https://www.freesound.org/>)
- Ending Song
 - Pleasant own lyric song to remember amazing game experience



Style and Design

- Mood board in the initial phase of the design



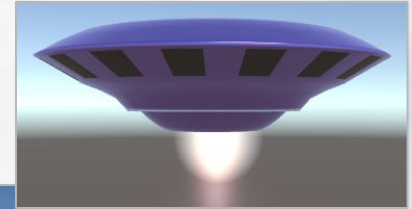
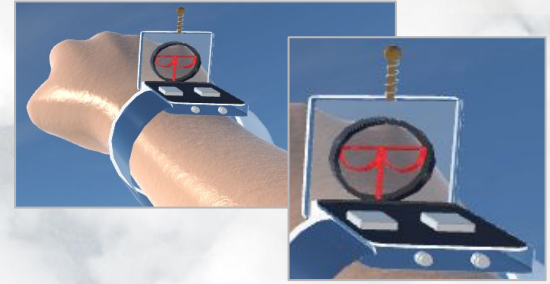
Assets - Trophies and Special Platforms

- Inspired by Singapore jubilee year (SG50), the trophies and special platforms are created using iconic items around Singapore.
 - 5 trophies which are the goals of each level
 - Pre-existing platforms are created above supertrees



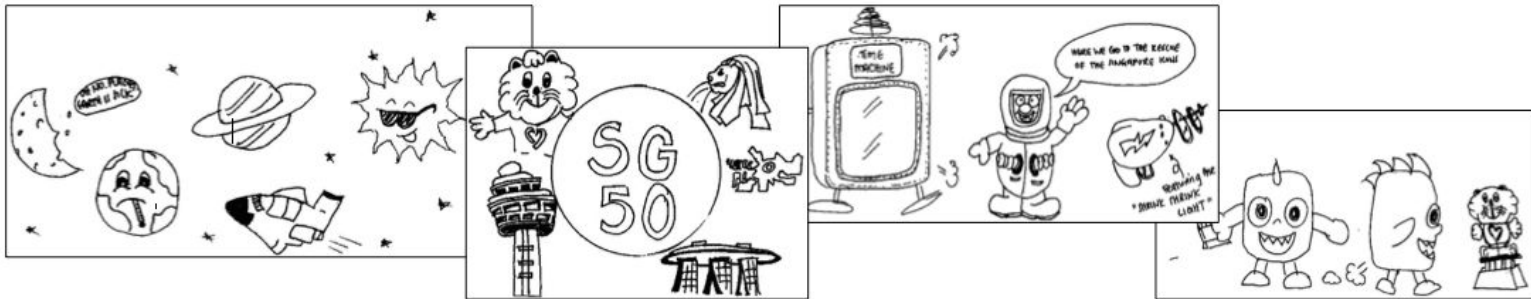
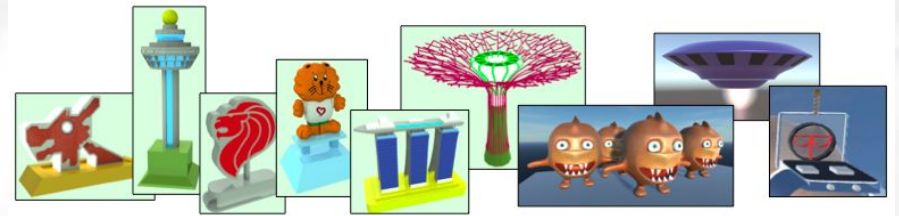
Assets - Gun, UFO and Monsters

- Laser gun is worn on the main character's wrist with 2 buttons, one for building and the other for destroying platforms
- UFO to make the game visually more appealing and dynamic
- The monsters appear in high numbers and will attack the main character



Game Originality

- Cutsscenes to tell the story
- All the 3-D models are created by us
- The theme song is created by us
- There is even a final ending song which is created and sang by us



Let's play!

