



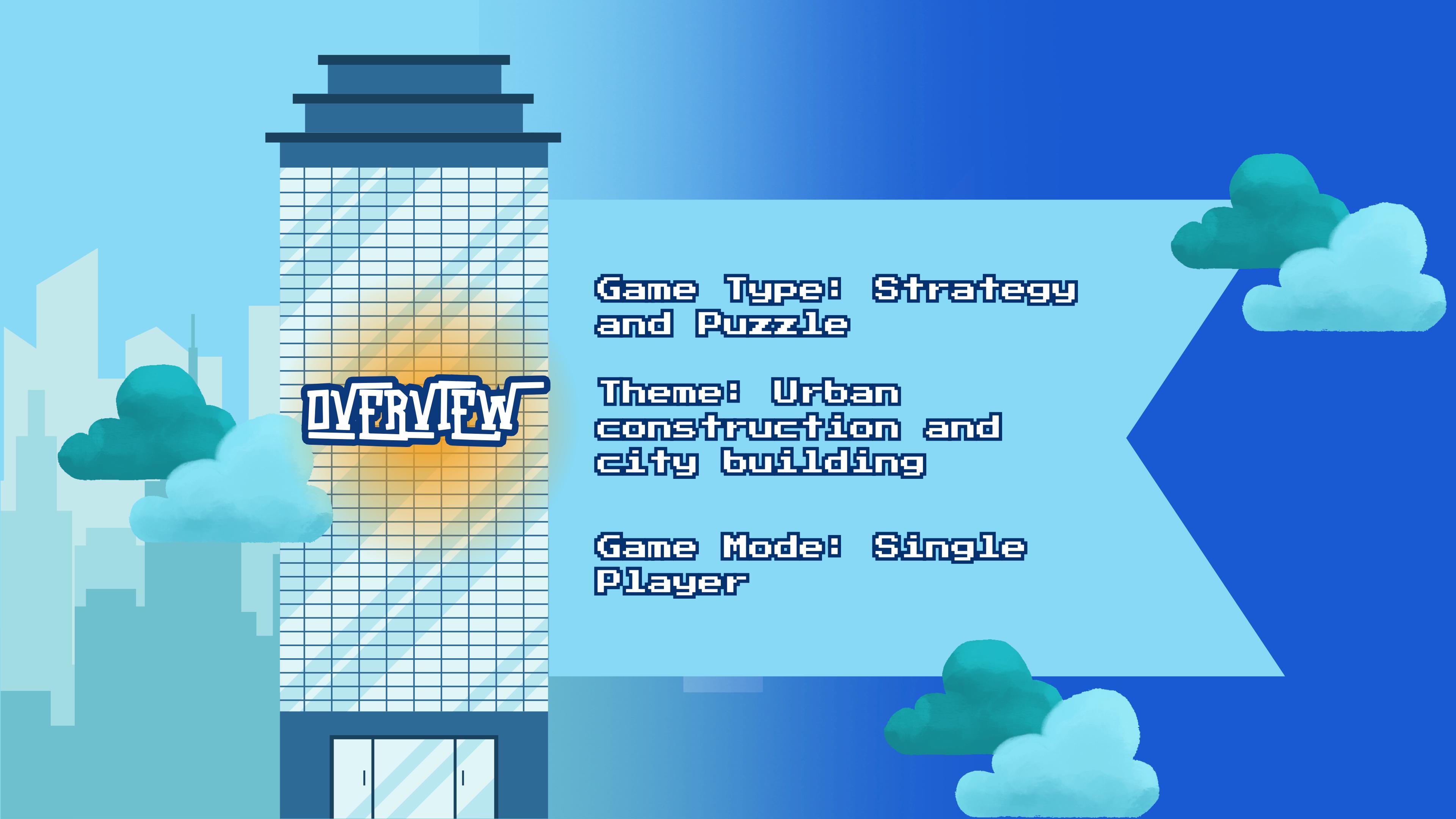
TETRA CITY

BY TETRAPACK



THE INSPIRATION BEHIND





OVERVIEW

Game Type: Strategy and Puzzle

Theme: Urban construction and city building

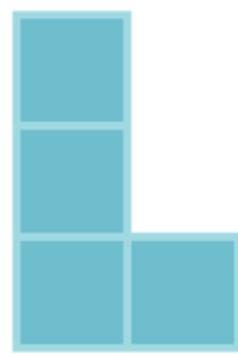
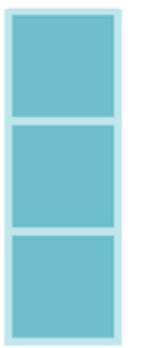
Game Mode: Single Player



GAME DETAILS

The player's view is similar to "Tetris," with blocks coming from above in a claw.

Players can reserve or swap blocks and must carefully stack them due to the real-time physics, which may cause structures to sway and fall.



WIN CONDITION:

**Construct tall and sturdy
buildings at a certain height
without causing collapses!**

What's the catch?

The blocks have different weights. Different weights = different physics interactions!

The taller the height, the faster the claw moves.

HOW TO PLAY

DROP
BLOCK

SPACEBAR
or
LEFT MOUSE BUTTON

SWAP

Press Q

ROTATE

Press E or
RIGHT MOUSE
BUTTON



TECHNICAL SPECIFICATIONS

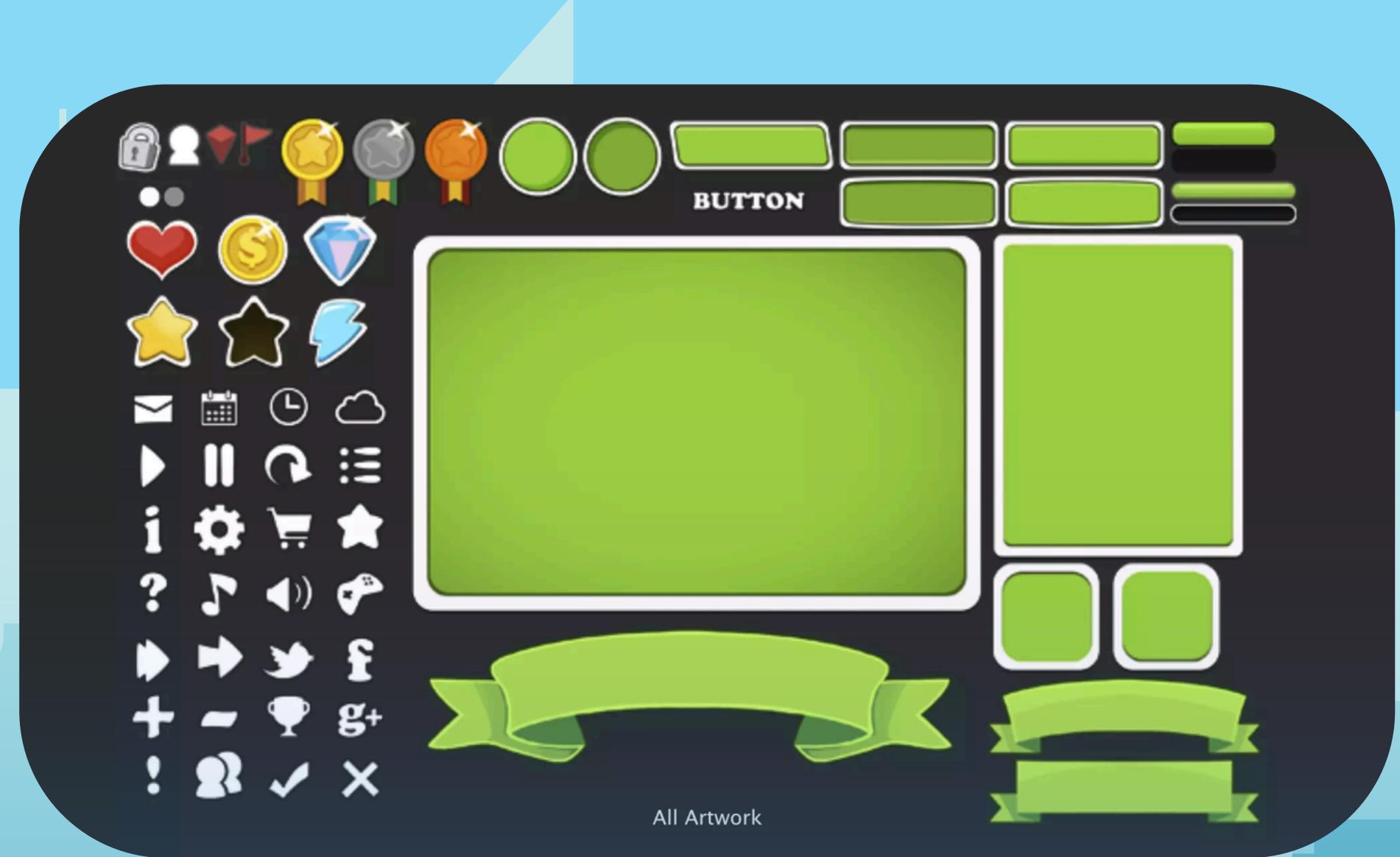


- Low-poly 3D graphics ensure compatibility with most PCs.
- The single-player game is designed for Windows, with integrated sound effects and background music.
- Real-time 3D rigid body physics simulate collisions. Assets, including 3D objects, backgrounds, and sound effects, were sourced from the Unity store.
- The game features a 9:16 aspect ratio, similar to mobile games.

ASSETS

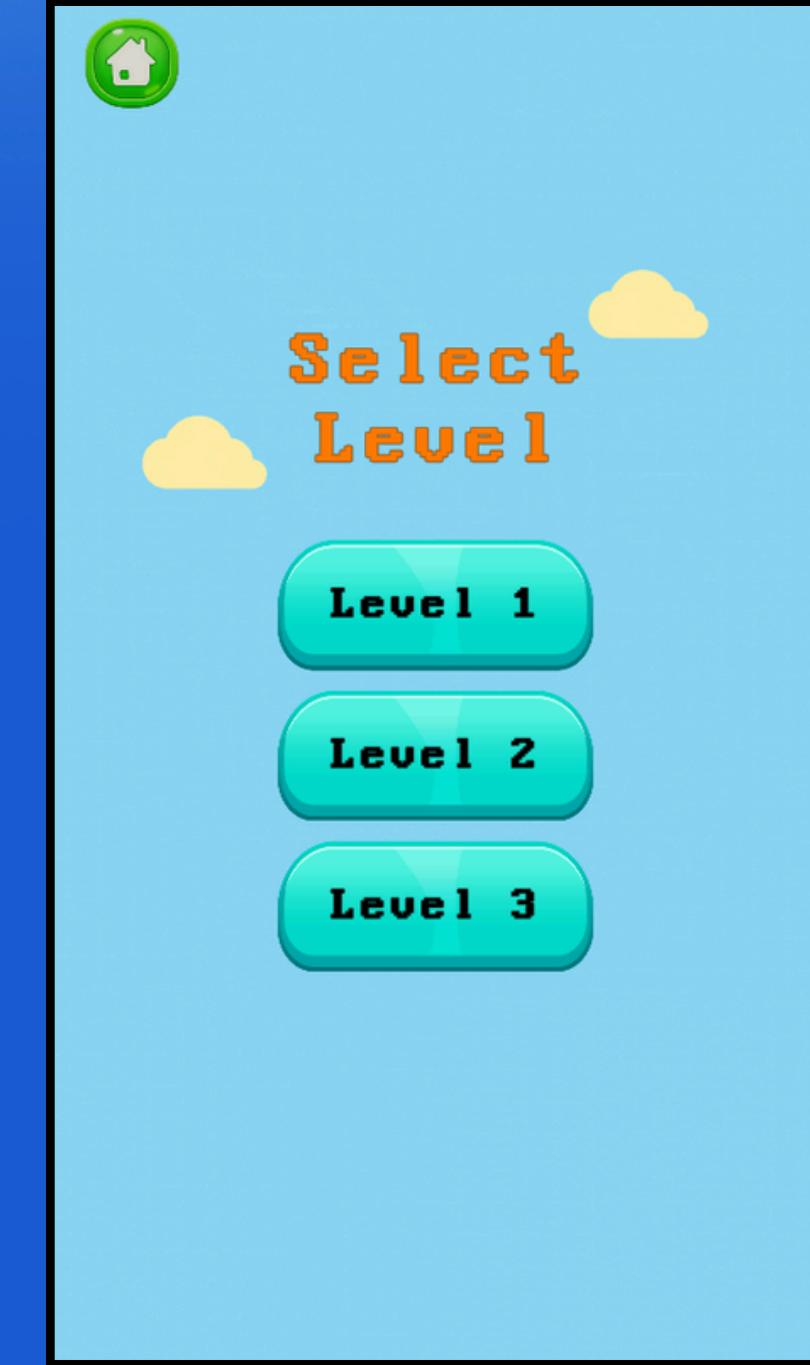
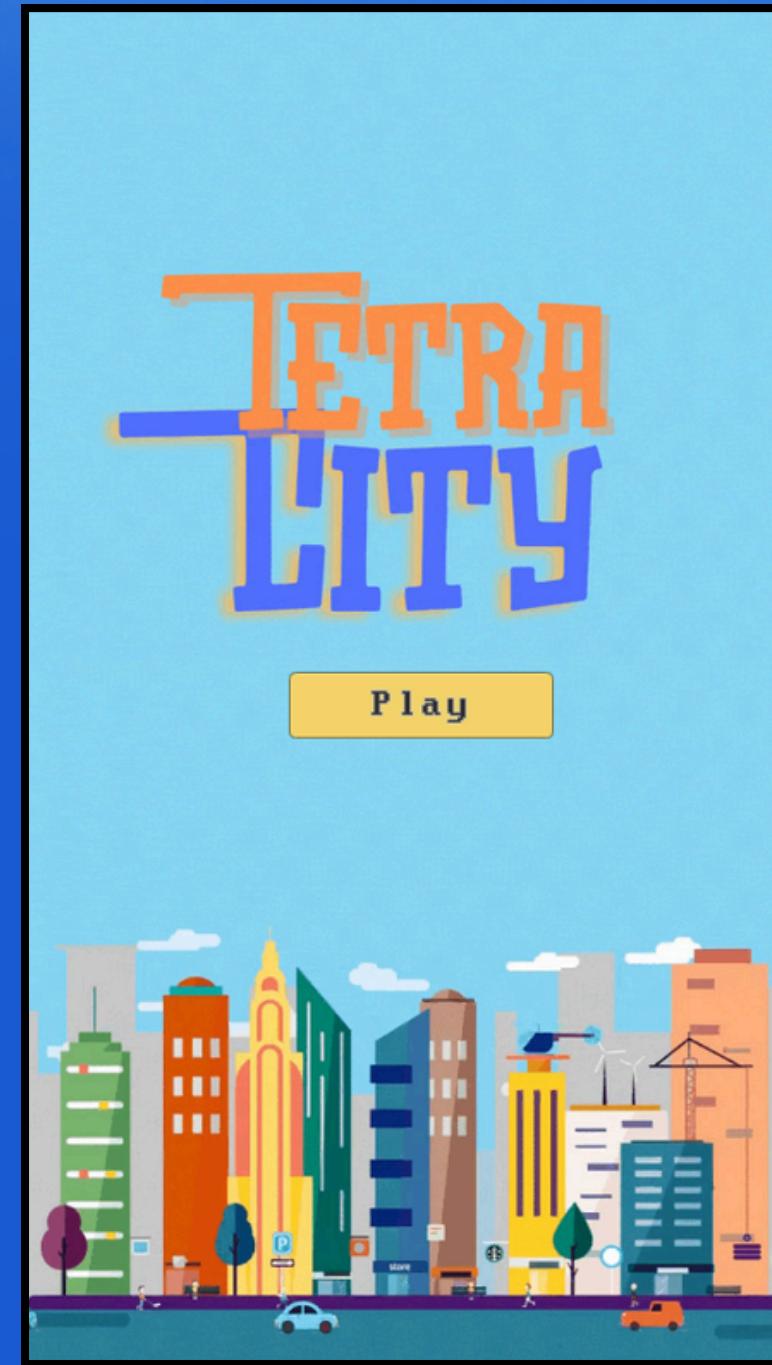


Free Low Poly Simple Urban City 3D Asset Pack by DraftPunk Studios



"2D Casual UI HD" package by MiMU Studio

USER INTERFACE



USER INTERFACE



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