

# Comp 376 Presentation



## Game Mechanics

1. Open-world
2. Progression
3. Puzzles as obstacles
4. Combat Mechanics/Enemy weakness

## Game scenes

Forests Kingdom  
Cloud kingdom  
Dark Cave  
Frozen Kingdom  
Boss Land

Genre Action-Platformer  
Platform PC  
Market All ages; Action-Platformer fans  
Aspects Puzzle-solving, open-world exploration

# Shattered



<i>Genre</i>	<i>Action-Platformer</i>
<i>Platform</i>	<i>PC</i>
<i>Market</i>	<i>All ages; Action-Platformer fans</i>
<i>Aspects</i>	<i>Puzzle-solving, open-world exploration</i>

# Market

Traditional platform gamers

Puzzle lovers

Any ages

# Game Movement

Players can move side to side, jump platform to platform

Players attack with a regular kick or spin kick once they receive the powerup

Double jump upon getting the powerup for it

Powerups allow you to progress further in the game

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# Similar titles



02:03.61

2p Press /

+2 Dashing Derpderp

01:45

01:10

Restart



Prezi

# uppeteer



VG24/7



2p Press

+2 Rooster Uppercut

**3 HITS**

**2700 \$**



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Prezi