

Brief about the game

This game is a cartoon style flying upgrade game. You are a pterodactyl, who is trying to reach his home at a waterfall. It is set in a prehistoric era. There will be other dinosaurs in the background, as well as 'prehistoric' flora.

To get an idea of the game, there are some attached images. These images are still a work in progress, and so may change slightly, however the general idea is there.



This is some of the backgrounds that you will be flying under. There are several made, and many more to be made in the future.



I anticipate there being many sounds being worked into this game, and so the first task for you to show you understand the game, and what I am looking for will be to give some examples of what you are thinking the game should use or sound like. This doesn't have to be produced sound, it can simply be a description of the sound itself. This will give us the chance to look over what you are doing. If you have worked on a similar genre before in the past, examples will be very much appreciated as then we can see your style in respect to what we're looking for.

The end result that we are looking for is a well rounded, entertaining game that will entice children and adults alike to continue playing. As such, it shouldn't be tied to a specific age group, and should be welcome to all.



Finally, this is the character in one of its partial animated states. If you wish to see more, just ask. If you are awarded the job, then you will need access to an Android phone to test the game out. If you do not have access, videos can be provided, but these will be slower than the actual game on your device, and not give you a true feel for the game.

