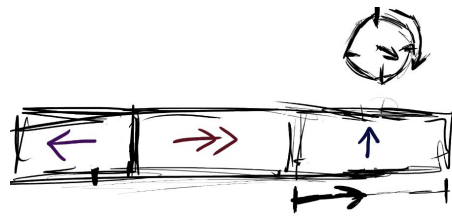


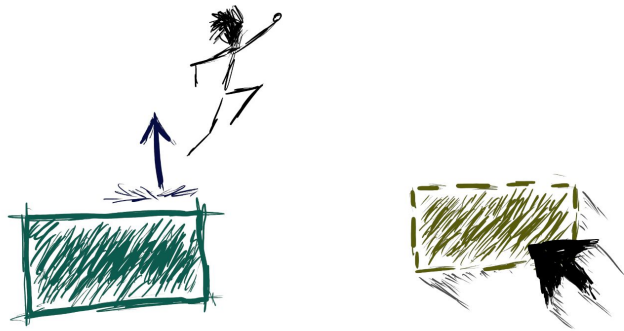
DON'T LET LUKE FALL

CONCEPT #2



Don't Let Luke Fall, place platforms in the right position and help him escape this nightmare.

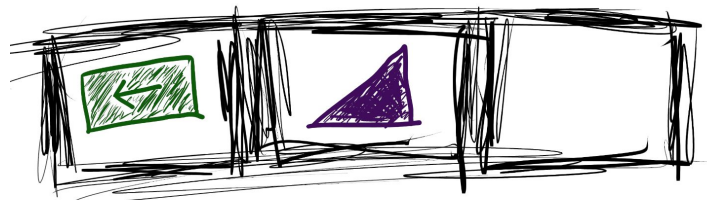
Luke has been trapped, by the Darkness, into one of his own nightmares, the only way for him to wake up is to reach the end of the level where a light will awake him.



You will be able to foresee the next 3 moves of Luke, each will last for 5 seconds.

Based on this information place one of the 3 platforms at your disposal in the right position.

After being positioned a new platform will appear in the slot in 5 seconds.



"And are you yourself in the dream?

or do you see or watch yourself in the dream? ..."

BMTH. "Steal Something"

Genre: 2D Inverted Platformer

Platforms: Android, PC, Console

Experimental Gameplay: the role of the player is inverted compared to a classic 2D Platform. In this game you will be in charge of positioning the platforms based on the character's future moves.

Market Analysis: Stagehand - Big Bucket
In our case the character will perform different moves and platforms will be placed in the level