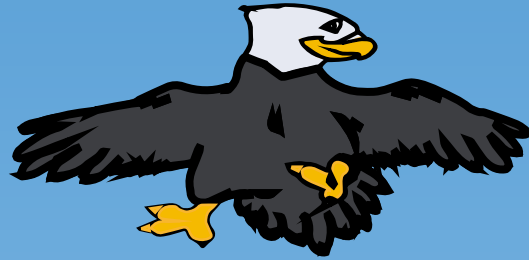


Falcon



Lead programmer: Bumble Bee (Arthur Makunbi)

Audio Artist: Erica Zhijun Lei

Designer: Gerry Nvule

Producer: Chido Mpofu

Visual Artist: Tracy Quan

Lead QA: MK(Mkhanyisi Gamedze)

Game Concept

Falcon is for killing time when you're stuck in a boring situation. As you're burning time you're actually training and actively working on your reaction speed! The main objective of Falcon is to find a nest by traversing through level landscapes. Watch out - they're obstacles within landscapes that will impede your progress of finding your nest.

Major Game Components



Challenge - What makes it fun?

We want our users to feel as though they 'have to beat their latest score. The user also quickly gets better with more attempts which adds to the fun. Moreover, as the user progresses new elements appear - they see new obstacles, new levels, etc.

Reviews

"I like the music" - Moeketsi Justice Mokobocho

"This could be better than Flappy Bird!" - Steve Daley

"It's addictive" - Henry Wallrapp