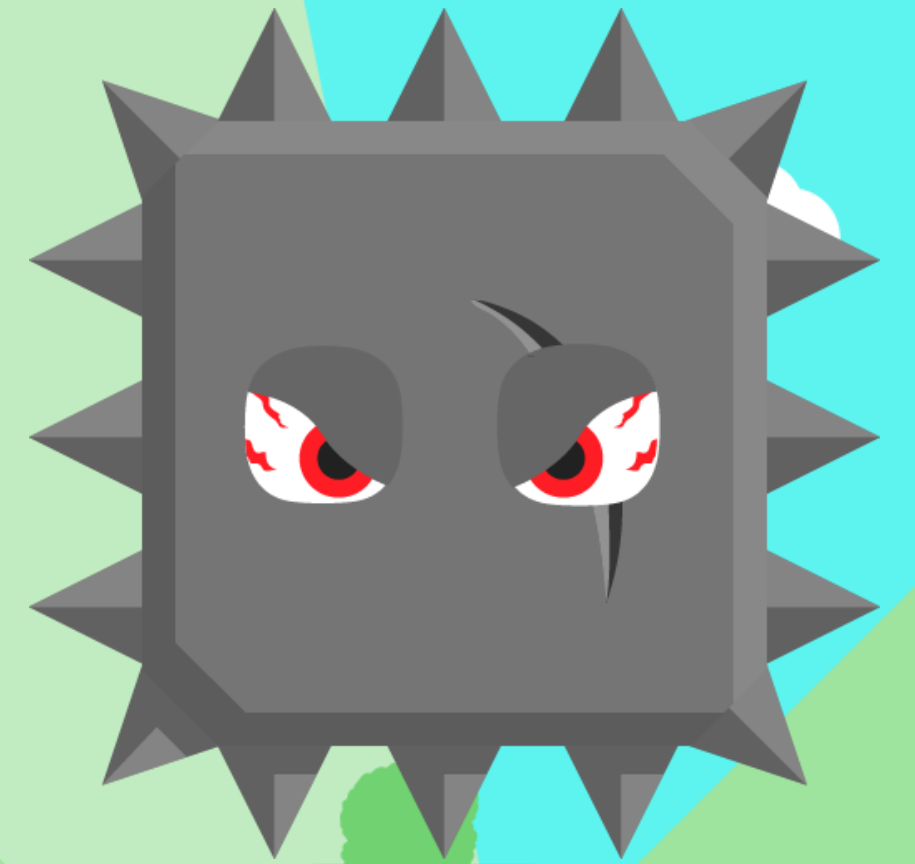
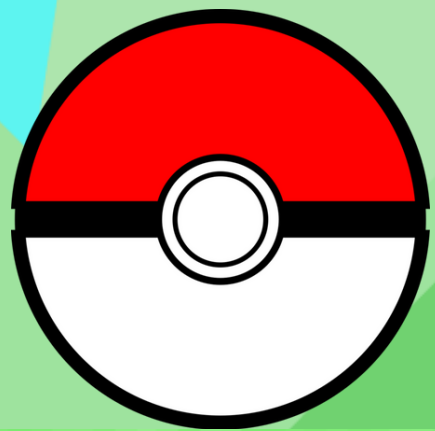


BOUNCE



MEMBERS

1. TĂNG CHÍ CƯỜNG SE150676
2. NGUYỄN QUANG DŨNG SE150721
3. TRẦN KHẢI MINH KHÔI SE150850
4. TRẦN PHẠM KIM SƠN SE151317

INTRODUCTION

Bounce Tales is a 2D game on many old Nokia phones

- First introduced in 2001 with the Nokia 9210 Communicator
- The player will have to move the ball across many 2D scenes
- The player will have to overcome many obstacles to pass a level.

This project aims to recreate some of its scenes and interactions. Furthermore, users can choose a skin for the ball to play with



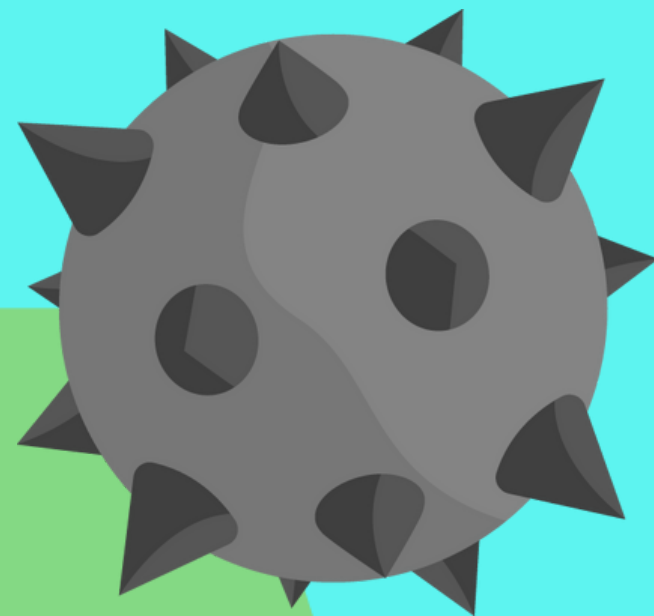
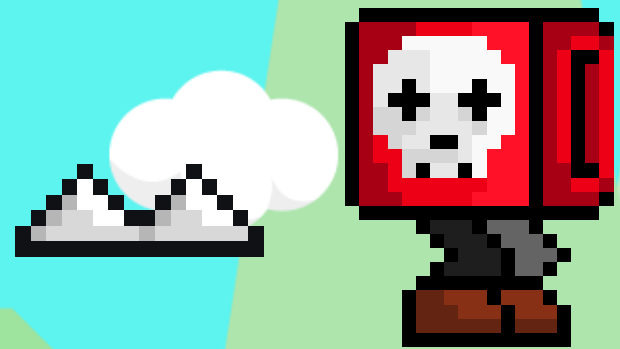
USED ASSETS

- GAME ENGINE: UNITY
- FREE PLATFORM GAME ASSETS | 2D ENVIRONMENTS |
UNITY ASSET STORE
- FREE 2D MEGA PACK | 2D | UNITY ASSET STORE
- CASUAL GAME BGM #5 | AUDIO MUSIC | UNITY ASSET
STORE
- FREE CASUAL GAME SFX PACK | AUDIO SOUND FX | UNITY
ASSET STORE
- SIMPLE BUTTON SET 01 | 2D ICONS | UNITY ASSET STORE
- SIMPLE 2D PLATFORMER ASSETS PACK | 2D CHARACTERS |
UNITY ASSET STORE

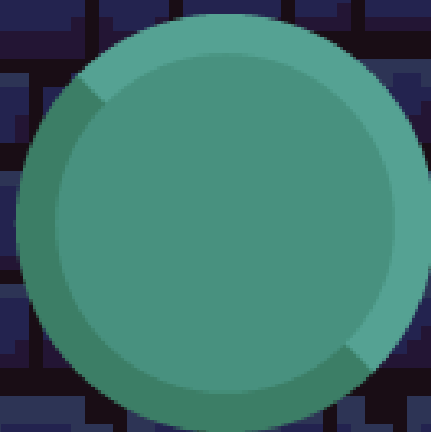
HOW TO PLAY

YOU CAN USE A/D OR LEFT
ARROW/RIGHT ARROW TO MOVE THE
BALL AND [SPACEBAR] TO JUMP, WE
HAVE TRIED OUR BEST TO MIMIC THE
GRAVITY AND BOUNCINESS OF THE
ACTUAL GAME.

OBSTACLES



COLLECTIBLES

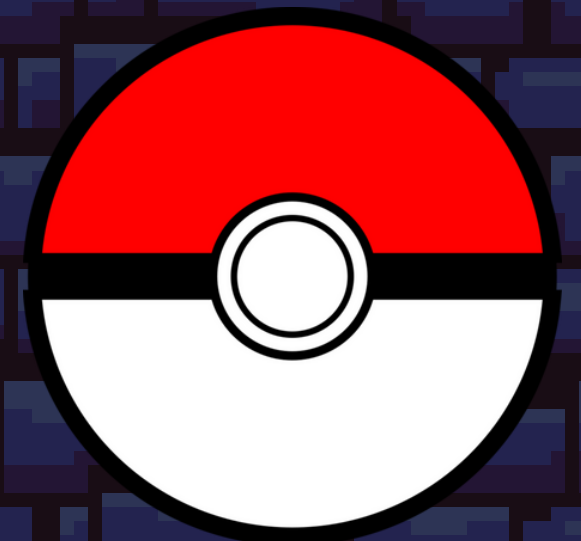
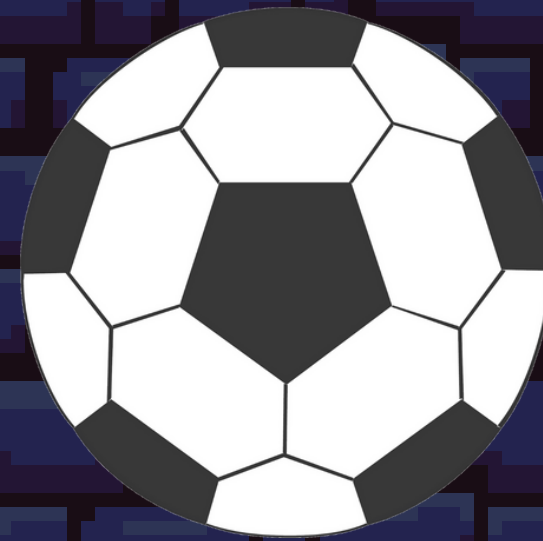


LIFE



COIN

SKINS



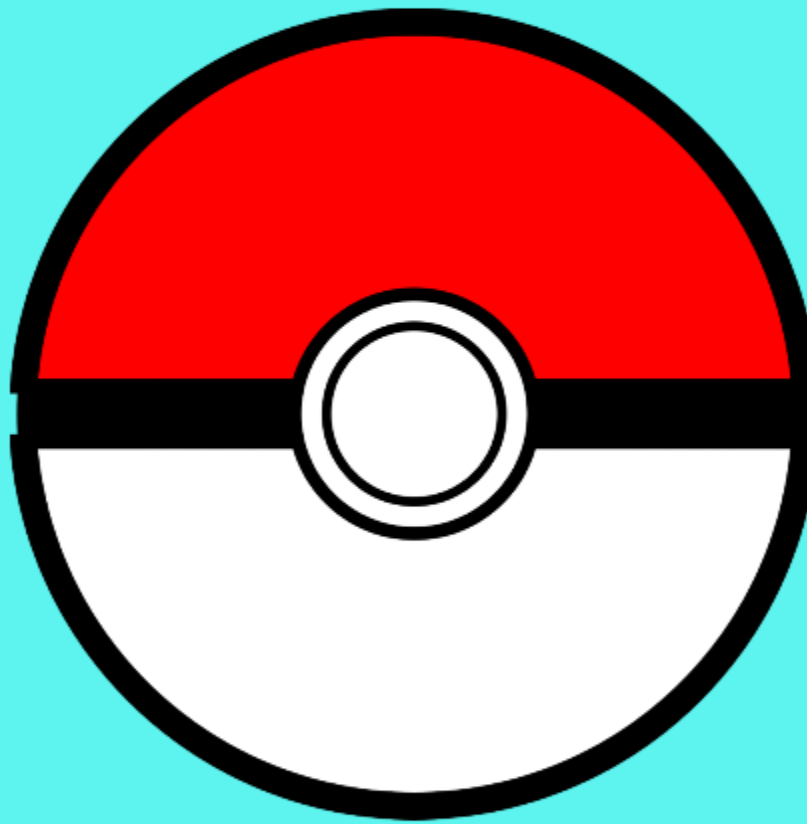
SCREENSHOTS

BOUNCE



Skin Selection

Back



Next

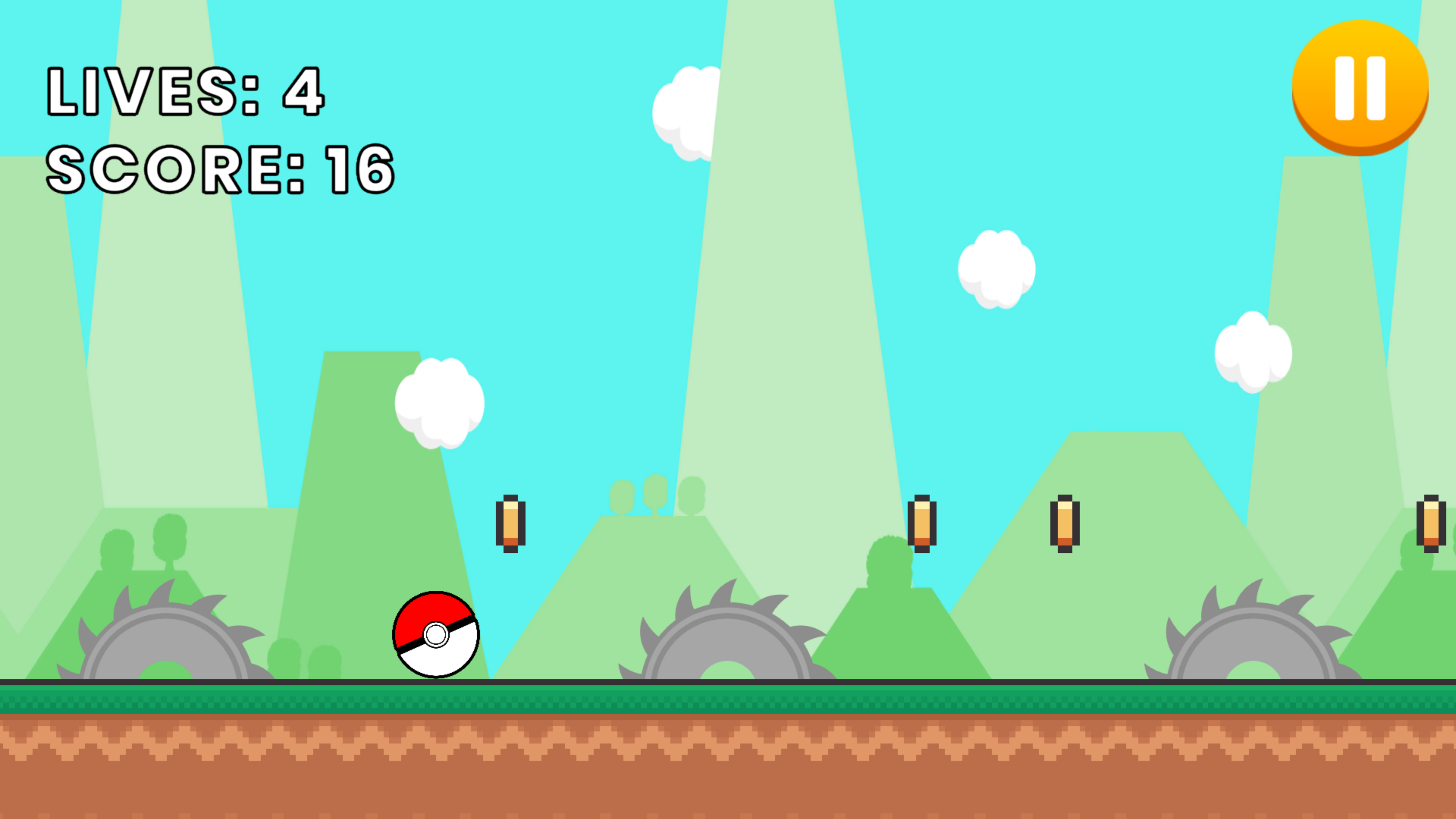
Select

Cancel

LIVES: 5
SCORE: 2



LIVES: 4
SCORE: 16



LIVES: 5
SCORE: 0

