**COUNT MASTERS**

**Gameplay**

* Characters play forward on a long platform.
* Starts with 1 character, player tries to increase character count by passing through mathematical doors(+20 door, x3 door, -30 door etc)
* Goal is to finish the platform with a crowded group.
* There will be enemies and obstacles that destroys characters when touched. Each character will collide individually.

There are 2 types of levels, **normal level** and **boss level**.

**Normal Level:**

In normal levels when reached to finish line, characters will hop on top of each other and make a pyramid. If top of the pyramid reaches to the end of the stairs, remaining characters will run for a short distance and open a chest for extra coins. If the top can’t reach the end of stairs, extra coins will be count from the stair number.

**Boss Level:**

In boss level when we reach the finish line, game will freze and there will be a pop-up for bonus characters. A pointer will go right and left through +20,40 and 80, player needs to click to choose. Character count will increase as the choosen bonus.

Then characters face the boss, a big character with a weapon. Camera moves to right and faces between boss and characters. Nearest characters to boss will deal damage to it. Boss will swing his weapon every 1.5(?) seconds and weapon kills the characters it touches. Boss won’t die so easily, lasts more than a few swings.

**Enemies and Obstacles**

**Enemies**

There will be 3 types of enemies, punchers, archers and boss. Punchers and archers will be in group. There will be count box on every enemy group that shows groups hp(count).(Archers will be on a tower, so their hp could be around 50-60)

*Punchers* will stand still as a group, when our characters are close enough they will walk towards each other. When a character and enemy touches each other, both will die. The group who is more crowded will win, if player wins characters will keep walking.

*Archers* can be on ground as group or a few on tower. They will start shooting from distance and the characters that touch an arrow will die. But when characters get next to archers, they will stand vulnerable. Dying is same as punchers.

*Archers on tower* will shoot arrows from distance like others. When characters come near tower, they will stop shooting and be vulnerable. Characters that touch the tower will deal damage and die.

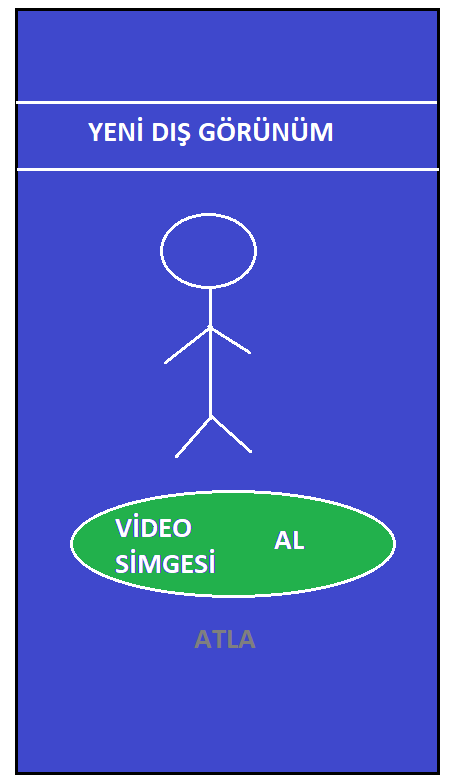
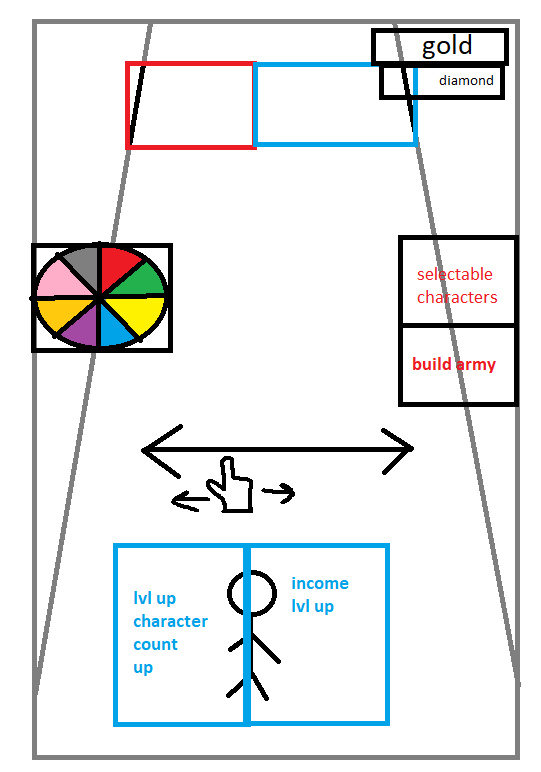
*Boss* will be a big character with a melee weapon. Boss will swing his weapon every 1.5(?) seconds and weapon kills the characters it touches. Characters will walk around him without going behind. When enough amount of characters touch the boss, he falls. Boss won’t die so easily, lasts more than a few swings.

Boss will have a health bar instead of number box.

**Game Stages**

**Start Screen**

Game will start while characters(s) stand at the start of the platform. When player starts swiping, buttons will disappear and the run starts.

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**Fail Menu**

When all the characters die, this screen will open. There will be a text “YOU LOST”, “Income: 0” and “RETRY” button. Retry button will send the player to start screen.

**Win Menu**

When each level is complete successfully, a character image will fill with paint and when its full, a new character is unlocked. It will be full in every 4-5 level. Player can get it by watching ads. In 1 of 10 levels(?) a reward will be chosen between 3 boxes.

**Settings Menu**

Sol üstteki ayar butonuna tıklandığında küçük bir ekranda ses ve titreşim ayarları çıkacak. Altında da Gizlilik Bildirimi butonu olacak.

**Build Kısmı**

Ana ekranda sağ tarafta Build butonu olacak. Bu menüde bizi bir ada karşılayacak. Başta adada hiç bina olmayacak, oynadıkça kazanılan elmaslarla binalar dikilecek.(100 elmasla 1 bina olarak başlayıp 250 elmasa kadar ilerleyebilir) Binaların belli bir nüfus sınırı olacak ve level atladıkça binalar otomatik dolacak. Ada nüfusu belli bir doluluğa ulaşınca(miktar kararlaştırılacak) binalardaki karakterler bir gemiye dolacak.

Binaların nüfusları 15, 25 35 diye değişecek. 5 saniyede bir binanın nüfusu tam olana dek artacak. Her level başarıyla geçildiğinde gemi nüfusunun %30 kadarı dolacak.

Bir kıta eyalet ve şehir haritası olacak. Önce birinci eyaletin birinci şehrinden fethetmeye başlanacak. Sıra sıra fethettikten sonra diğer eyaletin kilidi açılacak.

Adadaki bina sayısı arttıkça daha sık fetih yapabilinecek. Fethetme küçük bir platform oyunuyla olacak. 3 matematiksel seçenekle karakter sayısını artırılıp karşıdaki düşmanları yendikten sonra yeterli karakter sayısında kalıp kaleyi ele geçirmeye çalışılacak. Aradaki engeller tanıdık engeller olacak. Zamanlamayı iyi ayarlamaya dayanan puzzle’lar olacak.

3 sıra seçenek olacak. Her sırada sadece 1 seçenek seçilip karakterleri o yoldan ilerletilecek. 4-5 farklı parkur olması yeterli.