**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.

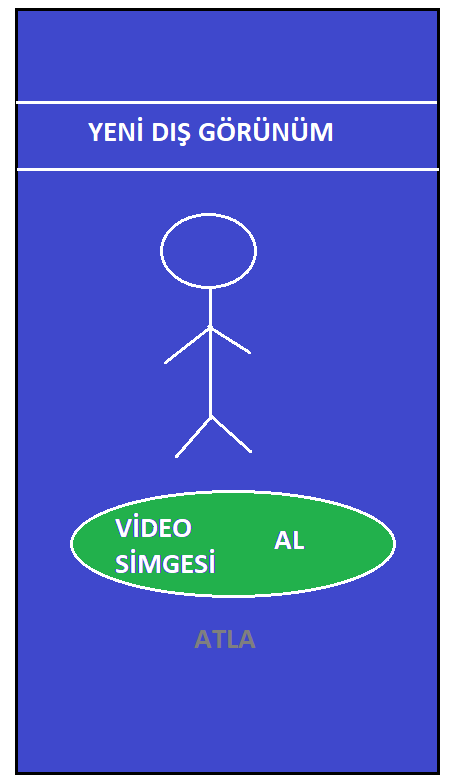
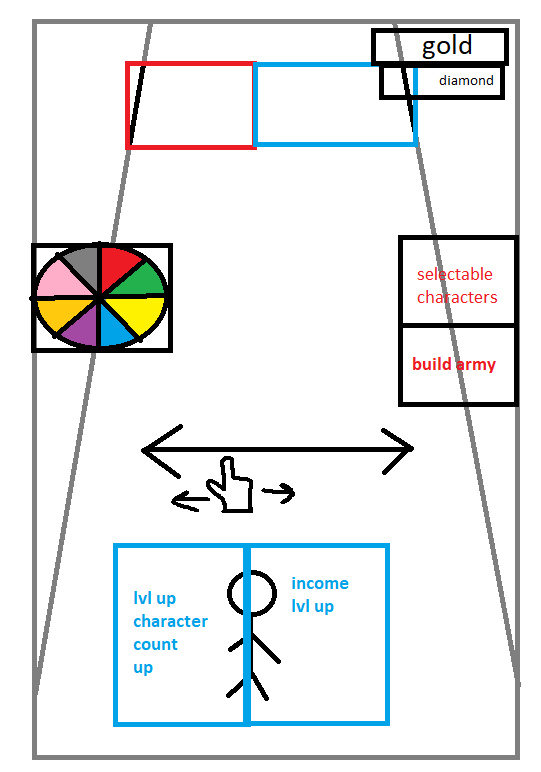
*Boss* will be a big character with a melee weapon. Boss will swing his weapon every 1.5(?) seconds and weapon kills the characters it touches. Characters will walk around him without going behind. When enough amount of characters touch the boss, he falls. Boss won’t die so easily, lasts more than a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

Settings button will be on top left. There will be pop-up and settings for audio and vibration to turn on or off.

**Build Part**

There will be a build button on right of the start screen. There will be an islan in it. At start, there will be no buildings on the island but as the player pass levels and gain diamonds, he can build buildings(starts with 100 diamond 1 building, prize continues to rise). Buildings will have a certain amount of population. As the levels pass, populations will rise automatically. When island population is full, player can fill the characters on island into a ship to conquer.

Buildings populations will change as 15, 25 and 35. Every 5 seconds populations will rise as 3. When levels are complete, population will rise as 30% of the ship population. Player needs to fill the ship to conquer.

There will be a state and cities map. Player will start conquering from 1 state and 1 city, jump on other next by unlocking.

As the building count rises, player can conquer more oftenly. Conquering will happen with a small platform game(Shown in images). Player will choose 3 mathematical options between 9 options(3x3) and characters will automatically move and try to pass obstacles. After passing obstacles, they will fight enemy group and after that conquer the castle. The key will be timing fort he obstacles..

There will be 3 lines of options, 1 should be selected on each line. Characters will move to the chosen way. 4-5 parkours are enough fort his part.