ZIG ZAG JOY

GAME CONCEPT:

When Game Starts Our Player Has To Select A Fruit Which The Player Likes In A Given Couple Of Fruits. Its An Level Based running Game, Player Have To Escape From The Obstacles Coming Towards The Player In The Front. Simultaneously Our Player Will Move Forward To Catch The Fruit Which The Player Selected. If Player Get Selected Wrong Fruit Then Energy Level Get Reduced, So To Fulfill That Criteria, Player Need To Catch The Energy Packet Immediately Otherwise They Get Failed. Our Player Has To Escape From The Arrows.Our Player Need To Maintain The Energy Levels Till They Get Into Next Level Successfully.

TOOLS:

- ✓ Unity
- ✓ Blender
- ✓ Fuse

TEAM INFO:

S.no	Names	Roles
1	Y. Sandeep	Producer
2	K. Vamsi krishna	Artist
3	D.Daneswari	Artist
4	K.Anilkumar	Designer
5	Y.Raja Sekhar	Designer
6	M.V.Naveen	Programmer
7	P.Prasanna	Programmer
8	B.Sahithi	Programmer
9	K.Siva Lakshmi	Programmer
10	P.Gayathri	Programmer