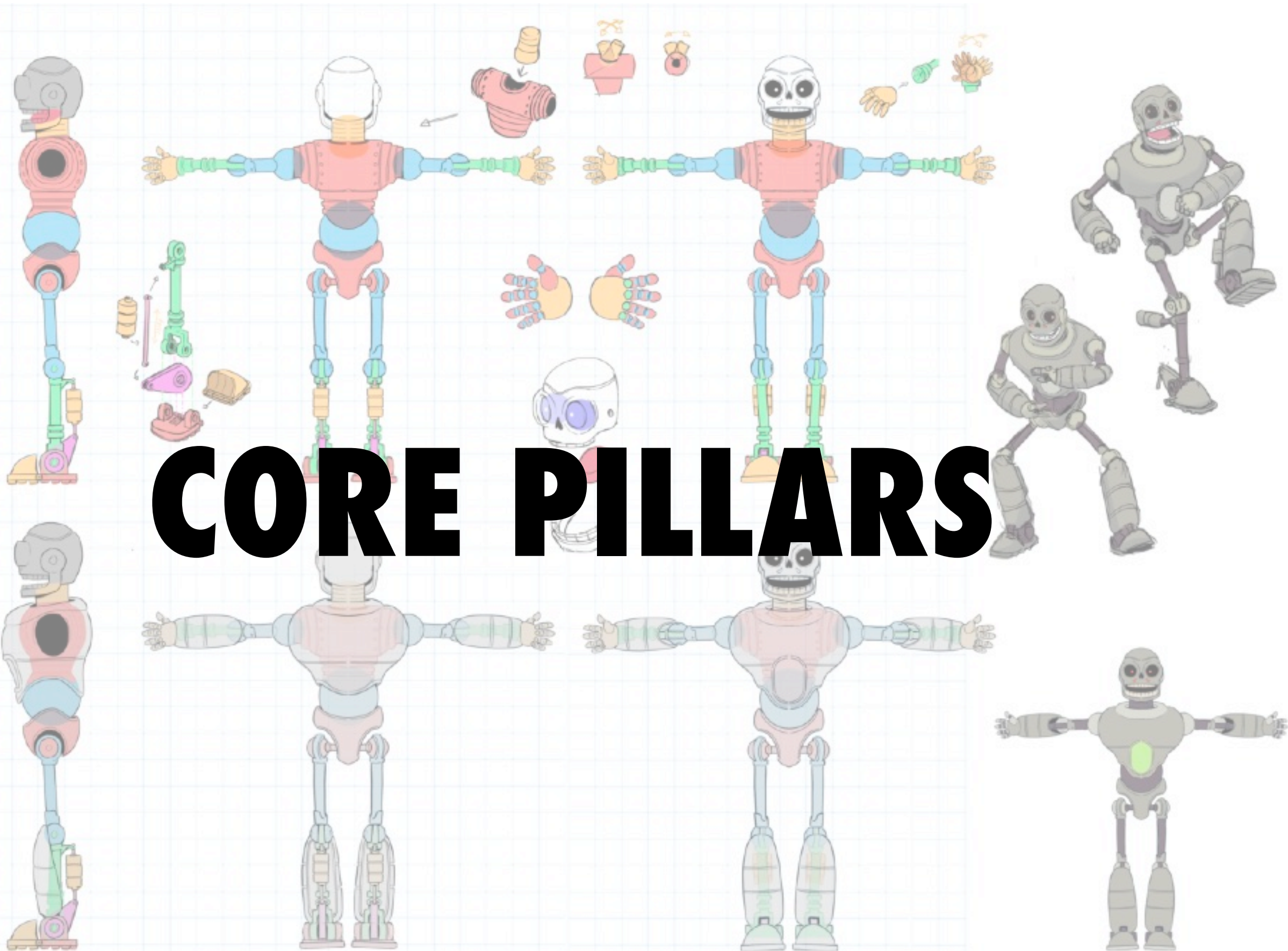


# CORE PILLARS







# RHYTHM GAME

Impossible bottles is a rhythm game with a twist.

Players have to hit the right beat at the right time to collect crude oil traces from the lab. The robot needs to release power to the lab to convert the collected oil to green energy.

If the player misses the beat, the oil leaks to the lab. If the green lab energy depletes, the game is over. While every movement should be triggered on the beat, releasing power can be off beat.

This extra core gameplay loop of releasing power, challenges players to strategise their play style to collect maximum high score.

The game consists of ten levels, with each robot having unique attributes and abilities.