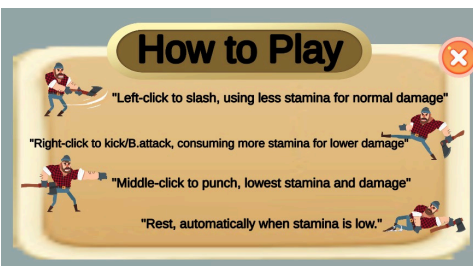
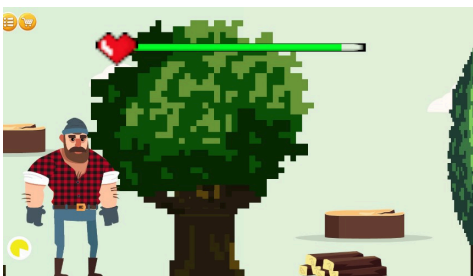
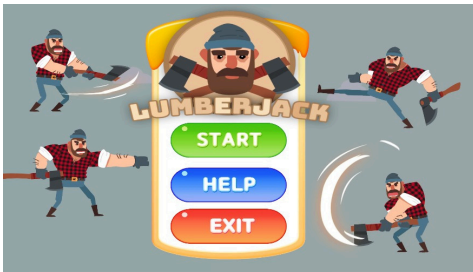


LUMBERJACK BLUESS



INTERFACE



01 Abstract

LumberjackBlues is a 2D lumberjack simulator with simple, intuitive controls. Players can upgrade abilities such as attack damage, critical hit rate, and maximum stamina. Additionally, they can purchase powerful new skills in the in-game market to enhance gameplay. The game features multiple challenging levels, with tree health increasing as the difficulty progresses.

02 Objective

Provide a fun and casual gaming experience with simple, intuitive controls, allowing players of all ages to enjoy chopping trees.

03 Problem Statement

With the abundance of complex games in the market, players often struggle to find simple, stress-free games that they can pick up and enjoy without a steep learning curve. This project aims to provide a casual game that offers quick, enjoyable gameplay with minimal effort.

04 Methodology

- Character: Some of the game's assets, including character designs, are created using Procreate for a unique and visually appealing style
- Script : All coding is done in C#
- Testing : Conduct alpha testing to identify bugs and improve mechanics

05 Future Enhancement

- Create a Button to allow user to On/Off the music
- Providing players with many more levels to enjoy.
- Create a market that allows players to customize their own character.

06 How to Play

