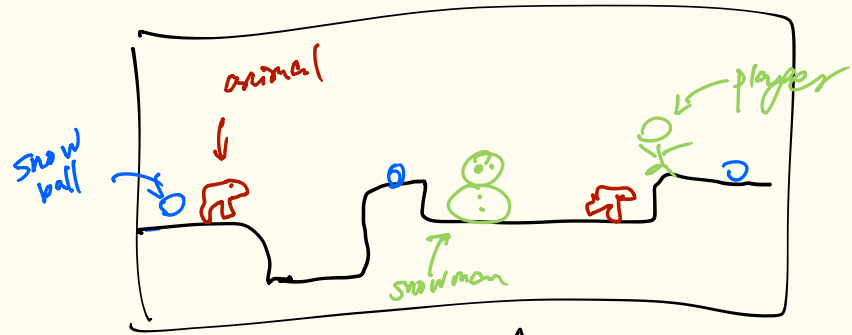


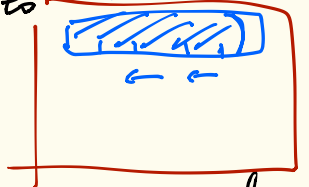
Objective:
player must prevent snowman from melting entirely



Mechanics:

1. each round is 30 sec
2. snowball will spawn throughout the map
3. Snowman's HP is decreasing by the second (simulates melting)
4. player must collect snowball and return to the snowman to replenish HP

HUD:



5. Obstacle → animals on the map
when collides w/ player, player is stalled for few seconds
6. each following rounds HP drops faster!

→ increase difficulty

2D platformer

consists of

1. Bob the snowman!
2. player
3. animals

cute, pixel art style

Storyboard:

