

RECYCLO

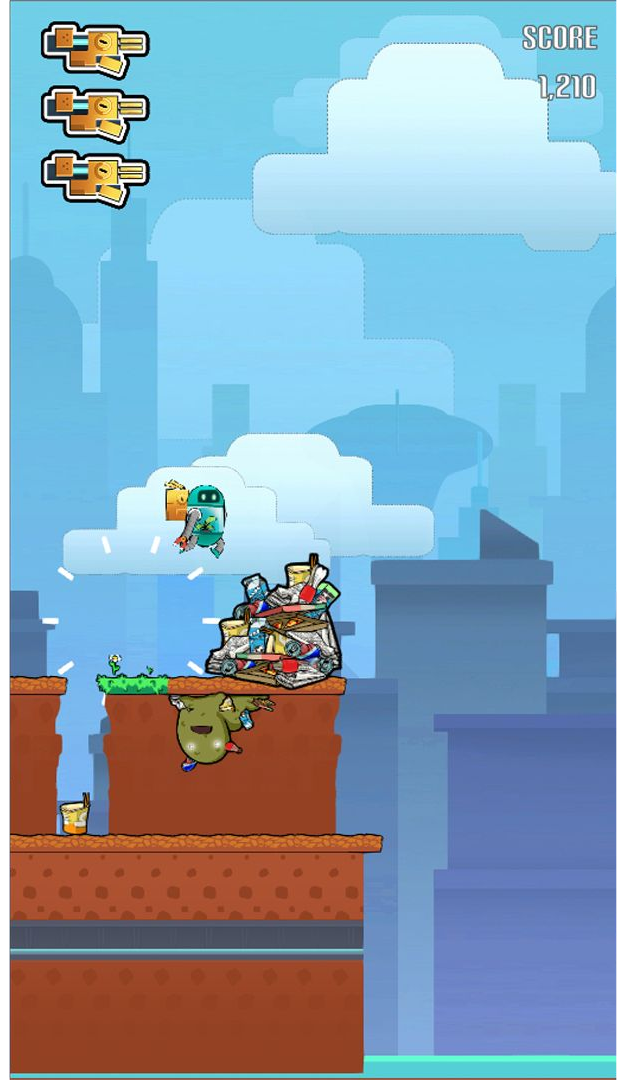


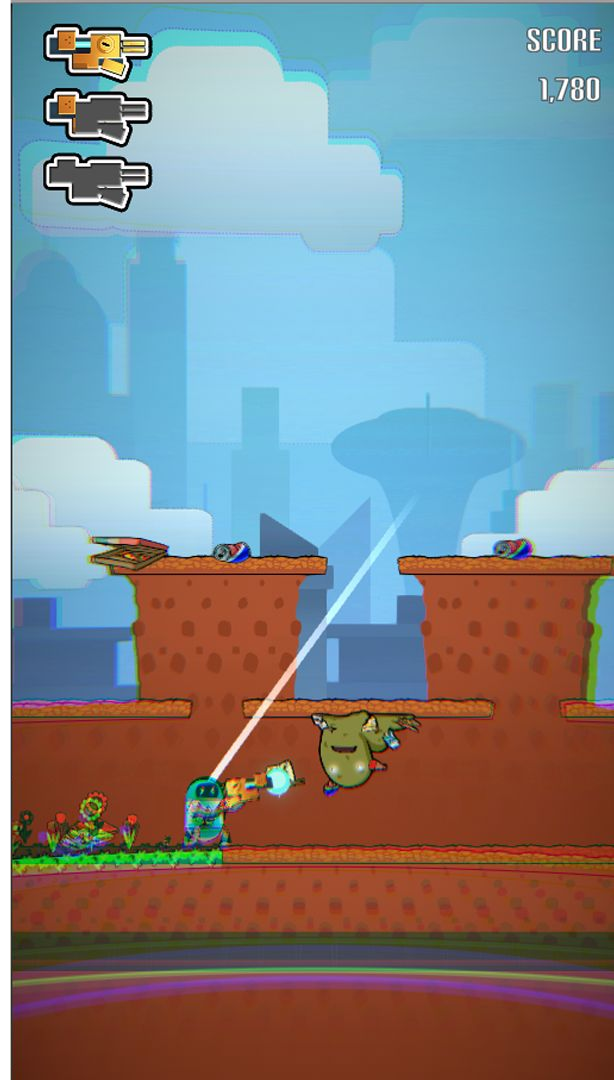
[Click here to play trailer on Youtube](#)

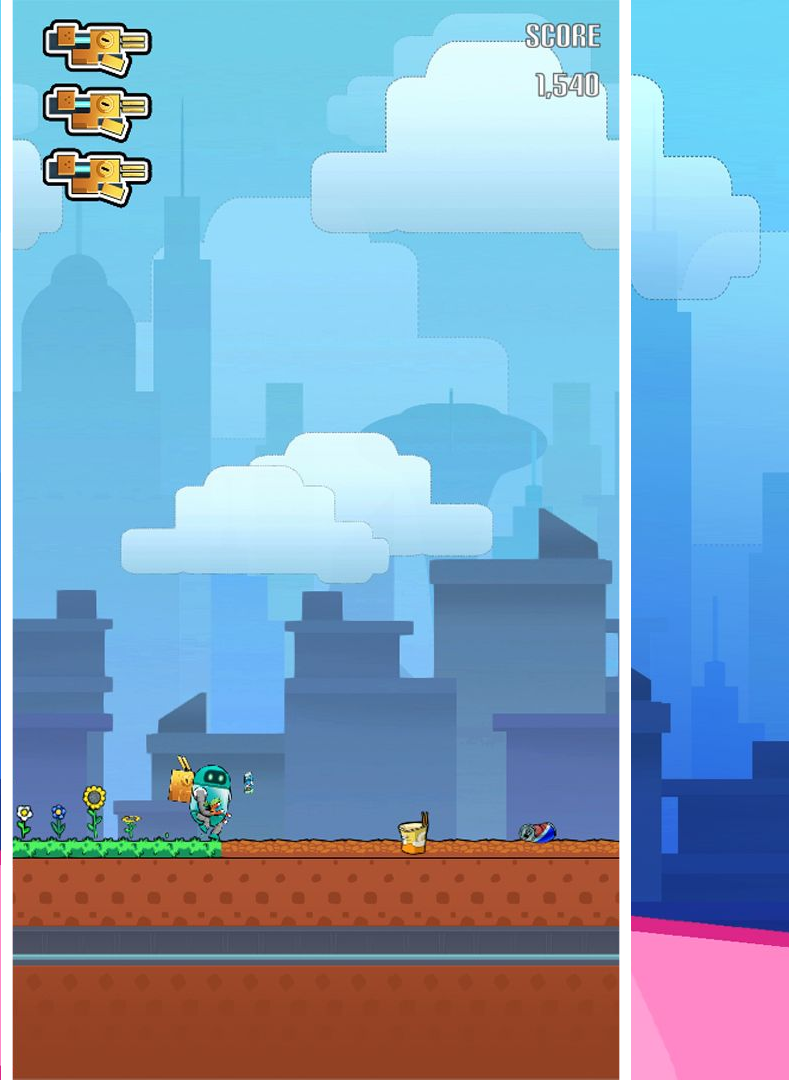




RUN OBSTACLES!







About The Game

Recyclo is a Platform-running-shoot and collect game created for the Gameloft SEA GameJam 2019. The game was created in under 48 hours, with the inspiration of the theme “Sustainability”.

Recyclo focuses on imparting an important lesson - that sorting trash and recycling will help fuel the future and reduce the usage of unsustainable resources. It also promotes reducing trash and saving animals which are currently threatened by human pollution and the destruction of their natural habitat.



About The Game

Controls and Features:

Tap to Jump

Tap while in Mid-air to do a double jump

Swipe right to duck and dash

Hold the screen to activate slowmo

Drag the screen while on slowmo to aim

Release drag to shoot



About The Game

Main Goal: Survive and gain Points!

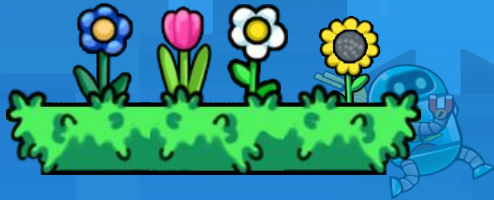


Collect Trash for points and Ammo!

Use your ammo to free animals from trash piles and fight Goobers!



Plant flowers in the ground for more points!



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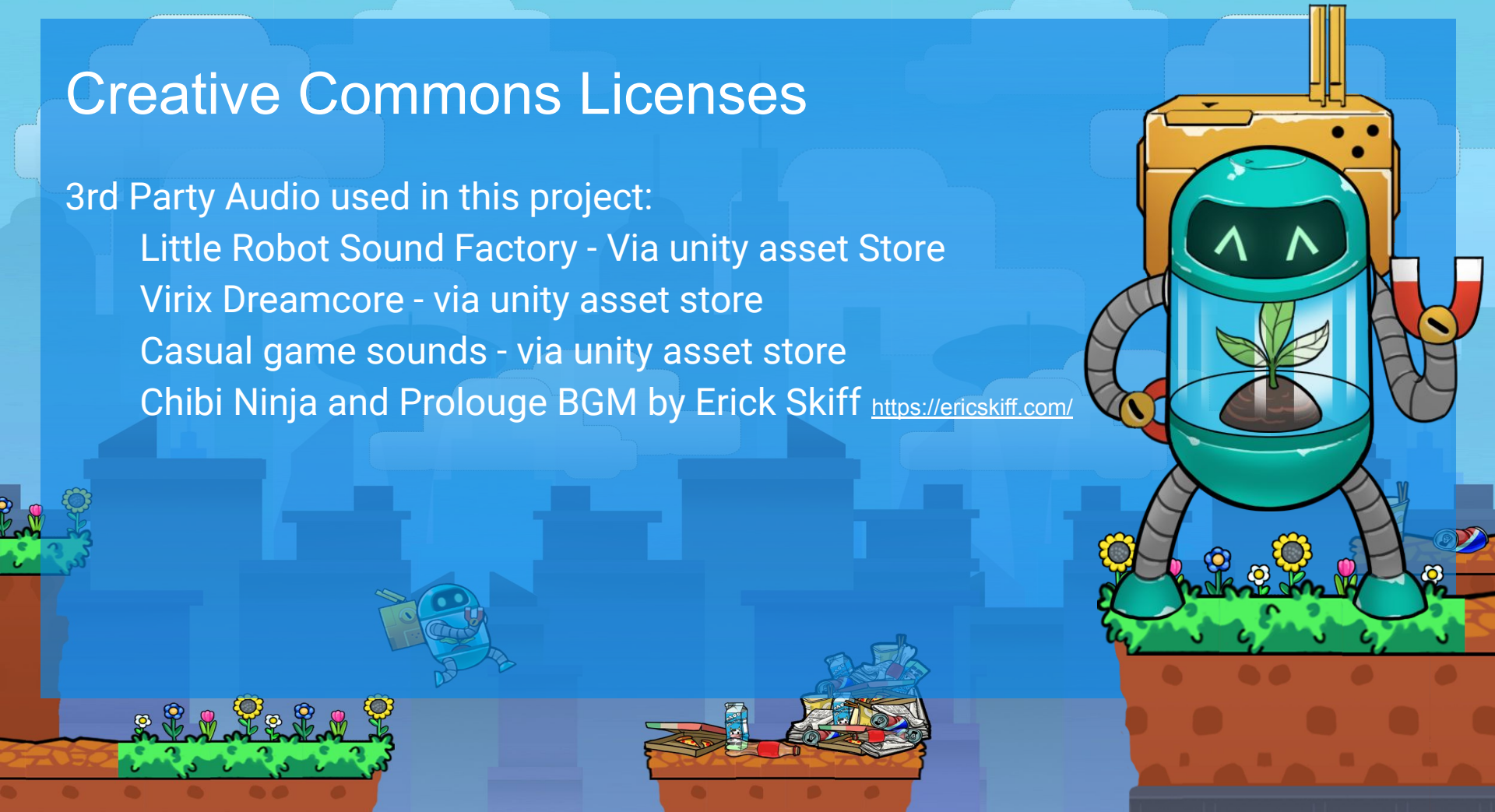
3rd Party Audio used in this project:

Little Robot Sound Factory - Via unity asset Store

Virix Dreamcore - via unity asset store

Casual game sounds - via unity asset store

Chibi Ninja and Prolouge BGM by Erick Skiff <https://erickskiff.com/>



Tools Used in creating this game

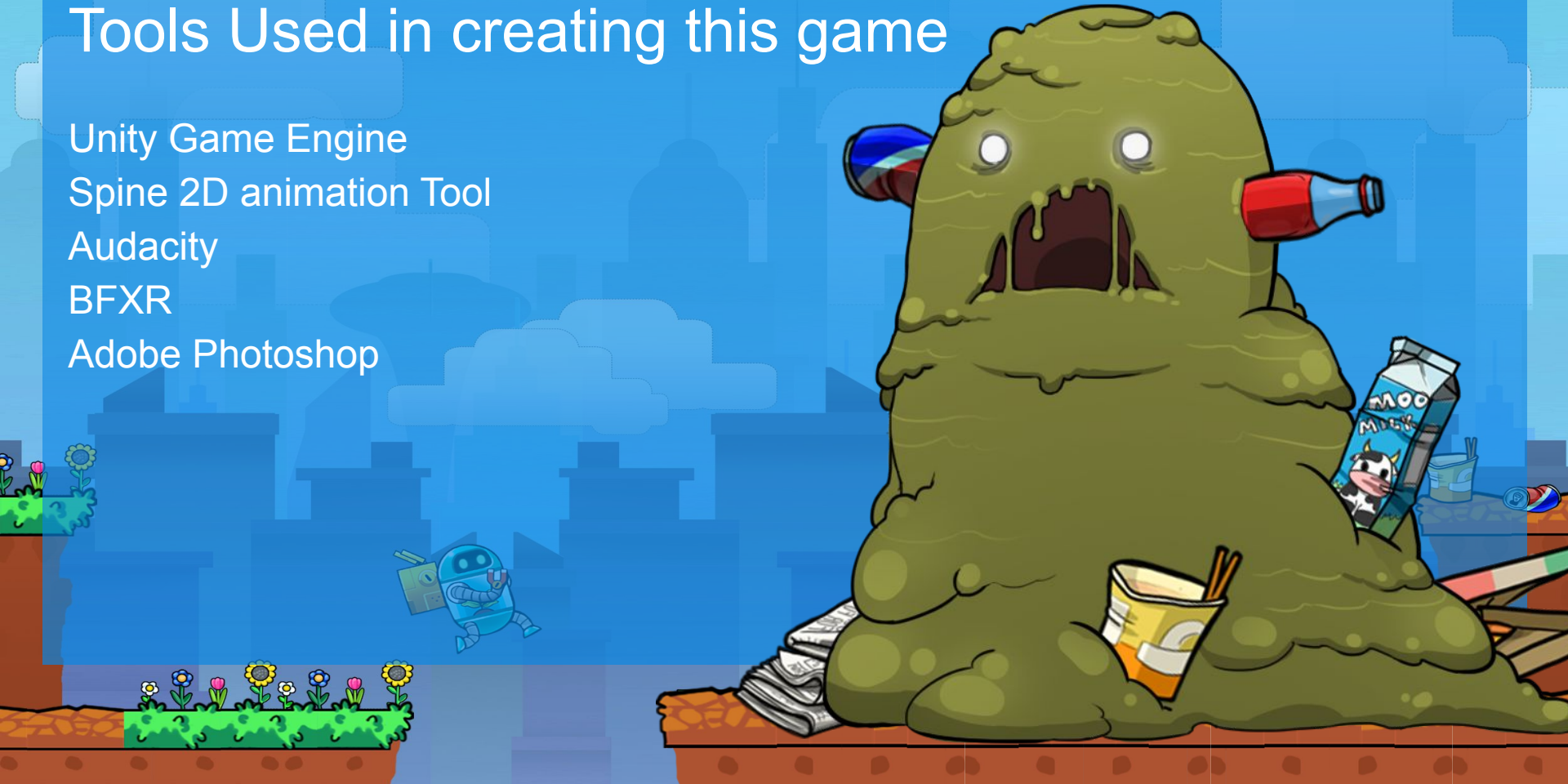
Unity Game Engine

Spine 2D animation Tool

Audacity

BFXR

Adobe Photoshop



Members

Stephanie Rudkin - GFX - UI

Khan Steffen - Programmer - Superman

Rex Golez - GFX - Animator

Raniel Sales - Game Designer - Project manager

