

SAFETY FIRE



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CATCHER

Preface

You might have played games like catching fruits, but you definitely have not played intense catching game such as this with firefighters catching people!

Our proposed reincarnation of the classic egg catcher game is designed to be highly interactive. The theme of the game proposed will revolve around the heroic elements of fire fighters. Moreover, it will be available on most third generation portable electronic devices.

overview

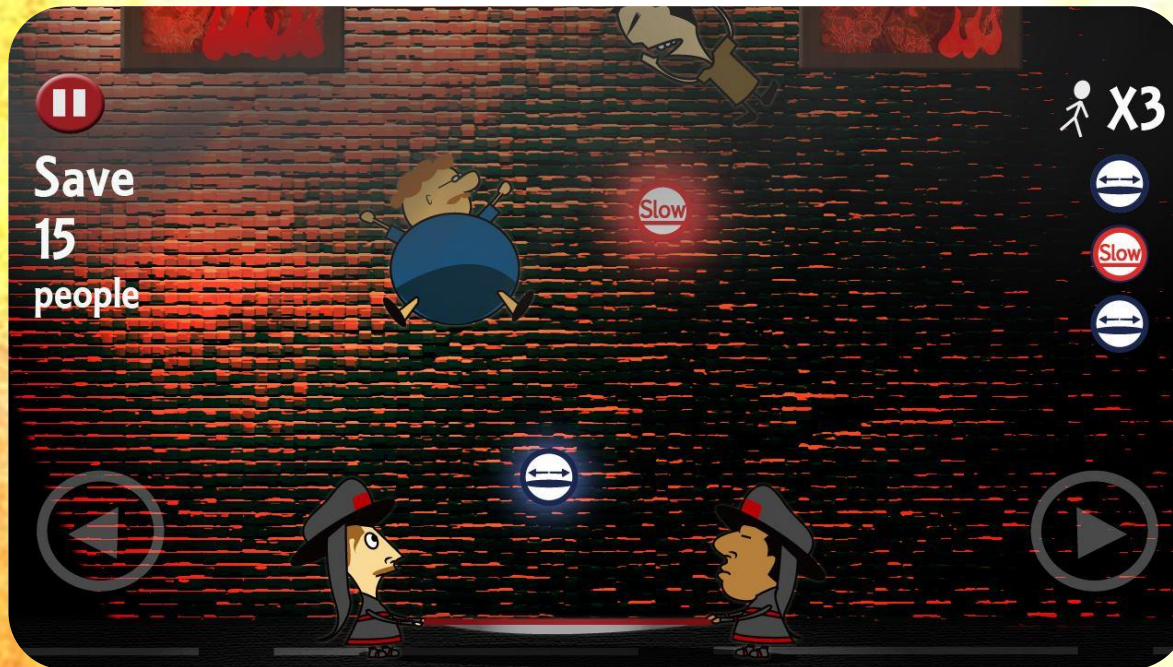
Game Design

Game Rule

Game Flow

Overview

In the proposed game, the player will be operating a firefighter horizontally in order to undertake the assigned rescue missions. Moreover, a life net will be provided as the primary rescue equipment to secure the targeted individuals falling from the apartment. To a certain degree, the proposed game also serves to provide people with adequate knowledge regarding the safety instructions under emergency circumstances.



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Theme - Educational Purposes

Introducing the heroic elements of firefighters into the game can offer us an opportunity to appreciate the dangerous duties performed by these unsung heroes. The proposed game is designed not only to serve entertaining purposes, but also educating purposes.

Beyond Your Expectations - Novel Interactive Playing Mode

The player, in the proposed game, will occasionally encounter some unexpected functional items or obstacles. For instance, the firemen operated by the player might experience excessive smoke during the rescue process. The introduced elements of uncertainty and unpredictability are devised not only to elevate the playing experience but also to provide one with an opportunity to practice the immediate problem solving ability.

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The Survival Mode

Similar to other classic games, an endless survival mode will also be an available option for players to challenge its rescue ability. When playing the survival mode, the player will be rated according to the amount of lives rescued. Moreover, the player will be given an opportunity to have its records submitted to the online database for ranking purposes.

The Collection System

Another great feature of the game is that players will find new characters/objects (e.g. people, animals and objects like TV) as they save more lives and score higher in a round. This allow the players to have a collection of the special characters of the game that serve to prove their awesome catching skills.

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Score Calculation Method

Name	Description
Final Score	The final score is based on the cumulative amount of lives rescued.

Game Over

Name	Description
Missed rescue	The game is terminated once a total number of three missed rescues is reached.

Supported Physical Actions

Actions	Functions
(Touchscreen) - movement	Touch the left/right buttons on the touchscreen to make the firefighter move.
(Touchscreen) - pause	Press the virtual pause button to have the game temporarily stopped.
(Touchscreen) - Horizontal Swipes	Through swiping horizontally to have the excess smoke cleared.
(Touchscreen) - Vertical Swipes	Through swiping vertically to extinguish the fire.

Functional Items

Names	Descriptions
Heart	Obtain an extra life.
Boosting Shoes	Temporary Accelerator / Increase the fireman's speed of moving temporarily.
Fetters	Temporary Decelerator / Decrease the fireman's speed of moving temporarily.
Net expander	Increase the rescue possibility.
Net shrinker	Decrease the rescue possibility.

Falling Objects

Names
Humans – Adults
Humans – Children
Humans - Senior individuals
Humans – Babies
Other animals – Cats
Other animals – Dogs
Random Objects – Television
Random Objects – Slippers

**Please note that the falling speed of every different virtual object varies according to the weight selected.

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Unexpected Obstacles

Names	Situations	Solutions
Flames	The life net is being damaged. The operated virtual rescuer becomes temporarily unable to conduct further rescue attempts.	Requires the player to physically swipe the monitor horizontally.
Excessive smoke	Sudden decrease in visibility.	Requires the player to physically blow toward the microphone.

**Please note that the aforementioned situations require interactive efforts.

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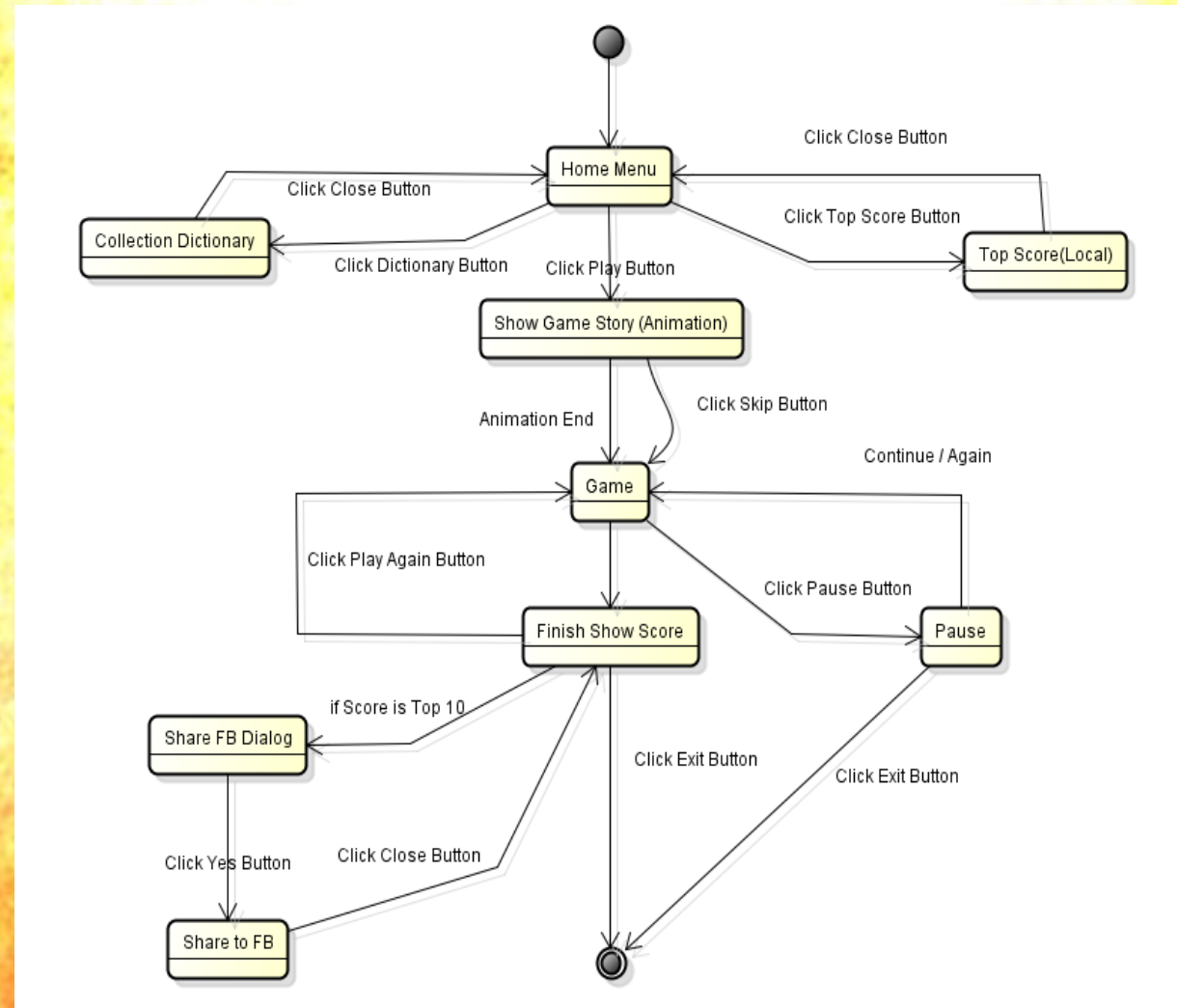
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This is our catcher game flow.



Home Menu :

1. Play : to enter a new game.
2. Top Score : to view the highest scores.
3. Dictionary : to view the collected characters, animals and objects.
4. Tutorial : how to play.



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Collection Dictionary : Show the list of saved characters, special characters, animals and objects in the game !

Top Score : Show the highest lives saved in a game.

Show Game Story : Show the story scenes of the game before it starts (can be skipped by touching the skip button).



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Game : A gaming round is played with no time limit and is over only when the firefighter misses catching three persons.

Pause : A pause button is to be used during the game to pause.

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Finishing Score : Shows the number of lives saved in a game. Also, different story scenes will be played based on the number of lives saved in a game. At the end of the game, the player can decide whether to play again or to exit by touching the buttons on the screen.

Share FB Dialog : If the player scores top ten on the internet, a window will pop asking if the player wants to share the score via FB.



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Not Ending

Want to play?
To be Continue

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