

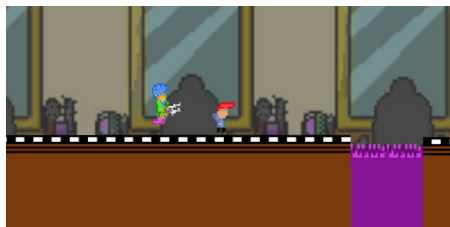
HAIRCUT SIMULATOR

Haircut Simulator was a game I developed at the game jam Angel Hacks 3.0 in 10th grade. The premise of the game is that the main character is trying to escape his ghastly barber, who chases him through levels set in the barbershop.

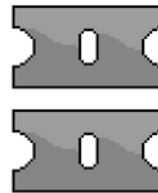


The main character, Hair Guy. He can sprint and do a midair dash. He doesn't want a haircut.

The enemy, Barber. He's the vengeful ghost of the lingering resentments of those who regret their haircuts, and he wants to make Hair Guy bald.



The map that the game takes place on. The background is a barbershop. Obstacles like purple combs and razors can kill Hair Guy, sending him to the start of the level. Getting hit by the Barber, who continually chases him, is another way to die.



THE HAIR GUY'S
WALKING ANIMATION



THE HAIR GUY'S DASH ANIMATION