

CERES

Overview

Project scope

- Budget: \$200
- Timeline: 60 days
- Launching on: Android and ios

Elevator Pitch

Endless game (Level-Based)

Monetization

Characters, Buy lives, special items and ads after you complete a level or die.

Story

It's the year 2090, an asteroid named Ceres has hit our planet and you have to catch the last ship which will leave the planet to be alive.

Gameplay

You keep running continuously avoiding the asteroids and abandoned vehicles on the road towards the ship.

You collect tokens on the way to get some items like a car or a bike or a special item like a jetpack .While playing the game you have to avoid the huge asteroids by taking shelter in a bunker. The game is based on High-score system and sometimes you get some free items when you're in the top list of the leader board.

Core Game Mechanic

- Details: The character will be running automatically, evading the asteroid pieces coming towards him by going left, right, and the abandoned vehicles by jumping or ducking.

- The game can be played only using gestures.

Other Mechanics

- Details: The character needs to collect tokens and evade the obstacles.

- There will be different vehicles such as Cars, Bikes, Trucks and Jetpacks which can be bought by the player in the store using tokens.

Game elements

3D-Environment, 3D-Character design, Bunkers, Tokens.

Characters

- Main Character

Locations

(Mixed)

- City
- Highway
- Forest

Levels / checkpoint

- The game is endless, but it has checkpoints.

Objects

- Tokens
- Vehicles

Assets

- Main Character
- Skins
- Background
- Art
- Music

Art

- Free Art Packs

Sound

- Non-Copyright Sound

Animation

- Free Animation Packs