

**Game:** Pugtale

**Github url:** <https://github.com/mroui/pugtale.git>

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**Target Group:** age 6-30

**Short description:**

The main hero of the game is a little pug (dog) who goes on an adventure. Puppy walks in every direction (until he discovers that it can't be continued) but mainly his world extends to the right. To move, he needs a help of the player, who can swipe, showing him the path to go.

On his way pug will encounter many dangers such as rivers, streets, forests, abyss and also sky. Dangers must be bypassed - reflex and caution are especially important. Try not to fall into the river, it would be better to jump onto the water mattress but this rapid river flows so fast! Crossing the street – kind of easy, but how do you get past all these speeding cars? Clouds? Will I not fall from them? The longer an adventure – the harder it gets. More, faster, more dangerous – it could be worse? Of course.

But from time to time, it comes across a pleasant, safe area to regenerate and calm down tension, but mainly the lands puppy visits are dangerous and he must quickly flee from them! Dogs are not cats and only have 3 lives. When pug does not protect himself from danger, he loses one heart and growls at the player (phone vibration!). When puppy loses all lives, he goes to the puppies' heaven and his adventure is over. A new pug is born and a new adventure begins.

Dog's life is not strewn with roses but sometimes he can find various snacks. Some of them can regenerate his little hearts, some can have special powers like invisibility, flying mode or slowing down time. For how long the adventure will take, pug is awarded points. They can also be increased by getting a rare super snacks. At the end of puppies' adventures, they tell each other their pug tales (and compare the scores!).

**UI description:** Graphics in the game will be in the *pixel art* style, which is popular with children and the adults. Game is abstract enough to fit in this target group – for older people it can be irrelevant. Dog can be moved by swiping on the screen in all directions. When player gets injured, the phone vibrates. For each step forward, player gets point which can be also increased by bonuses found along the way.

History of high-scores will be stored in cloud (Cloud Firestore).