



Cube Rush

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01

Concept Rules





Concept



The player controls a cube and avoids incoming obstacles by jumping or moving side to side. The player wins by reaching the end of the level. However, if the player gets hit by an obstacle or fall off the platform, they lose.





Rules



- Camera view changes throughout the game
- The player can jump up when the camera is in side view
- The player can move left/right and jump when in front view
- If the player gets hit by a triangle or hits the front of a block, they lose
- If the player finishes the level without losing, they win
- If the player falls off, they lose



02

Requirements





Requirements



Cube

The cube for the player to control + its textures and scripts

Floor

Floor platform + textures

Obstacles

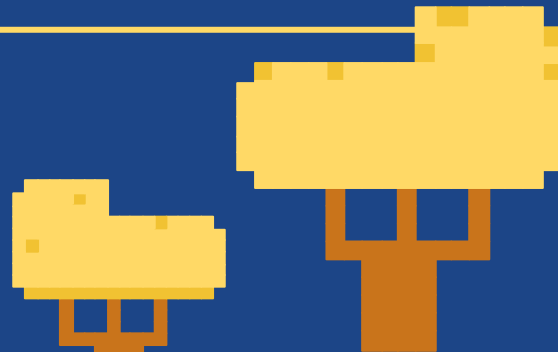
Various triangle obstacles such as big spike, small spike, and floor spikes

Zones

Empty spawn and finish point + necessary scripts

Game Manager

Game manager moves between the home scene, the gameplay scene, and the ending scene

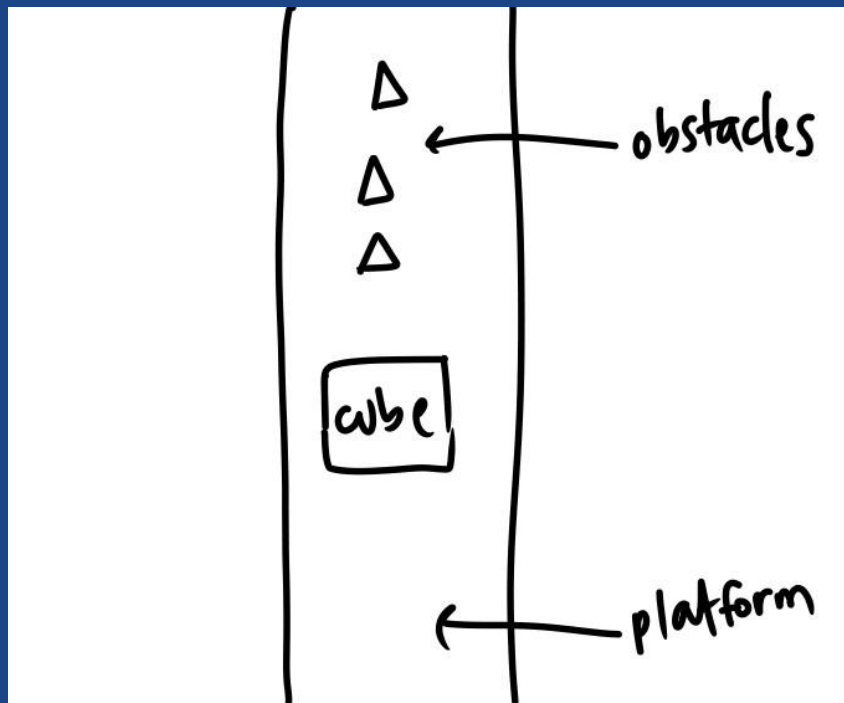




03

Gameplay





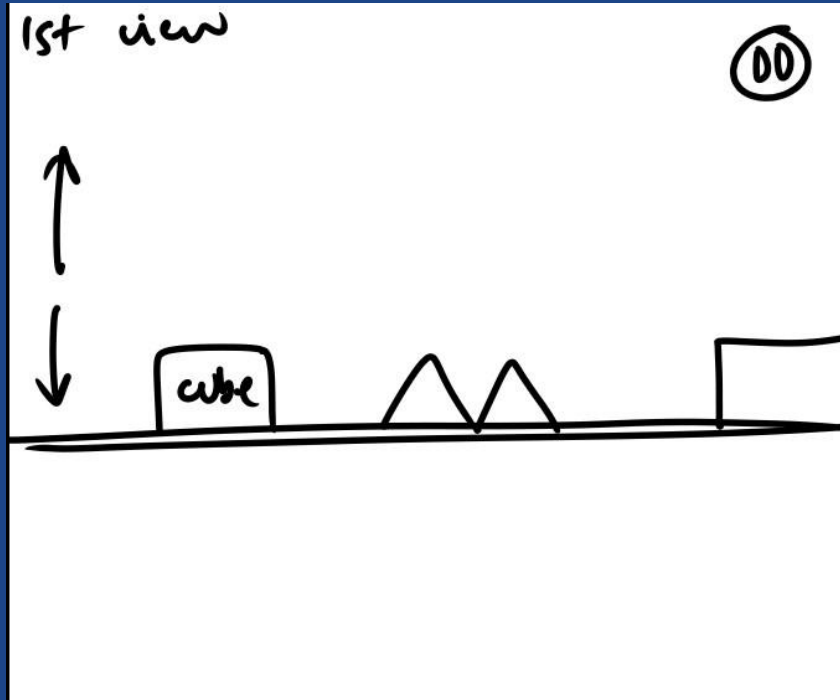
Layout

The layout shows the cube (player) and the moving platform underneath. In front of the cube will be obstacles or changes to the platform such as sudden drops and rises.

The text 'Cube RUSH' is written in a hand-drawn, black, sans-serif font. 'Cube' is in a cursive-like script, while 'RUSH' is in all caps with a more uniform, blocky style.The word 'play' is written in a cursive, black font and is enclosed within a hand-drawn rectangular border with rounded corners.

Beginning

The beginning home scene displays the title of the game, a play button and background. Pressing play will take the player to the gameplay scene.

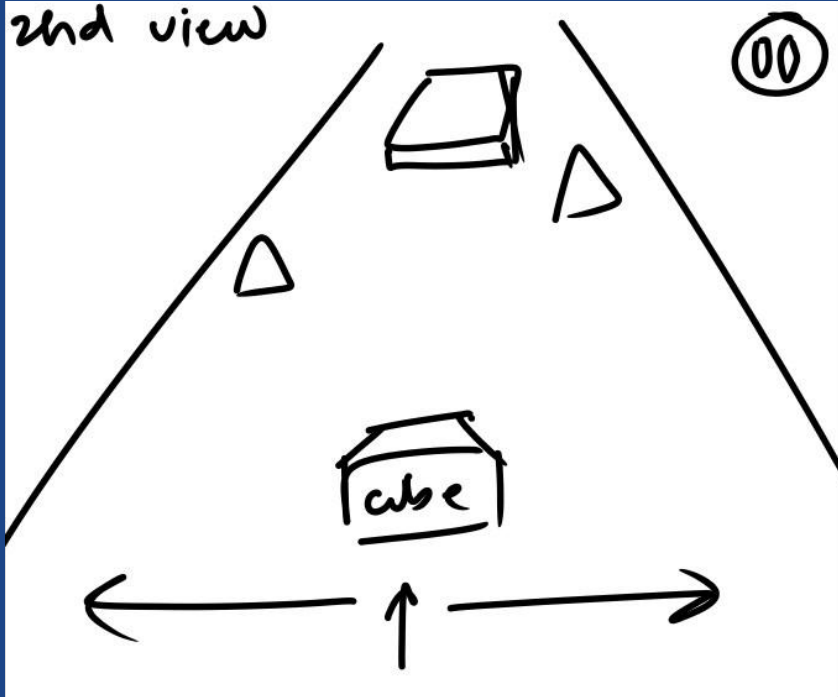


➤ Middle (1) ➤

In the side view of the gameplay scene, the player and obstacles all move to the center of the platform.

For gameplay to progress, the platform (including the obstacles) will scroll to the left. In addition, there is a pause button.

The player is allowed to jump only.



✚ Middle (2) ✚

In the front view of the gameplay scene, the obstacles are scattered throughout the platform.

For gameplay to progress, the platform (including the obstacles) will scroll to the left. In addition, there is a pause button.

The player is allowed to move left, right, and jump.

You Win!

again?

GAME OVER

again?



End



The ending displays either the win scene or the game over scene. Both scenes have a title and a 'play again' button which takes players to the home scene.