CRAZY
RUN

INTRODUCE

CASUAL GAME

- A bit strategy
- Challenge by random items

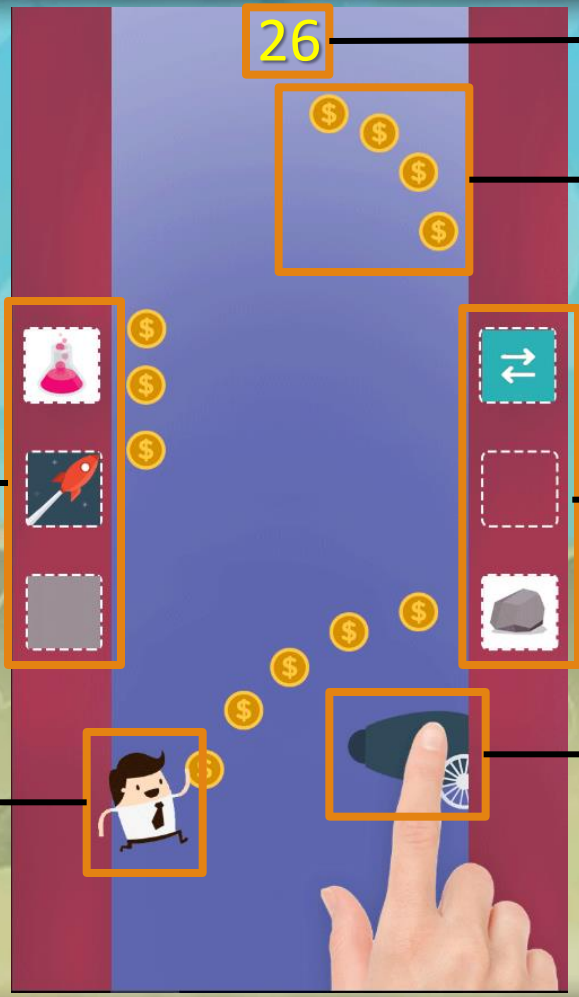
POSIBILITY

- No reference game in store
- Easy to approach

INNOVATION

- Running game but not endless
- Right timing and have best choice

WIREFRAME



Time remain

The coin

Available booster

Available obstacles

MC

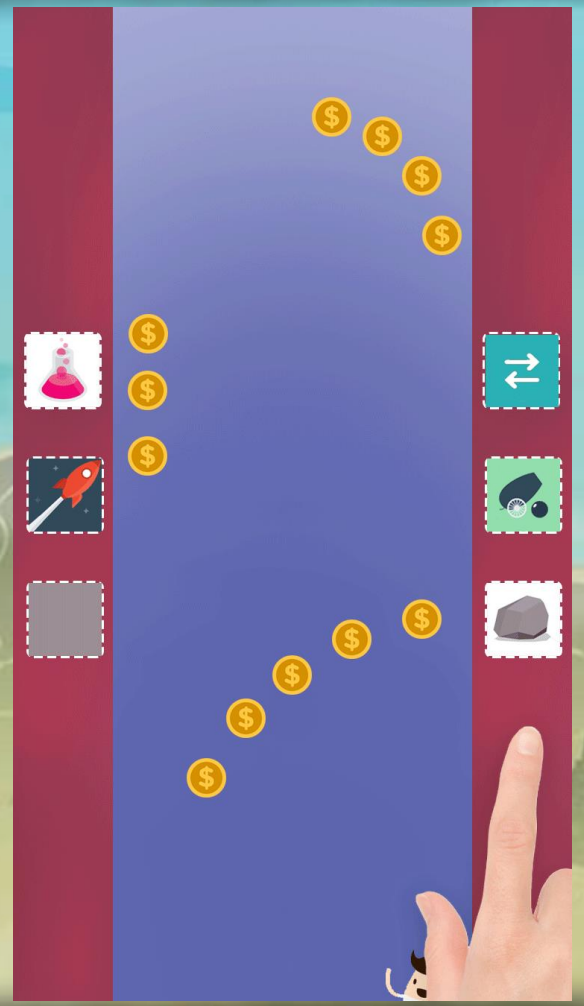
Obstacles while using

GAME PLAY

There are 2 phases: the **Attacker** and the **Supporter**, at starting game, user will random to one of them, each phase will have 30 seconds to finish.

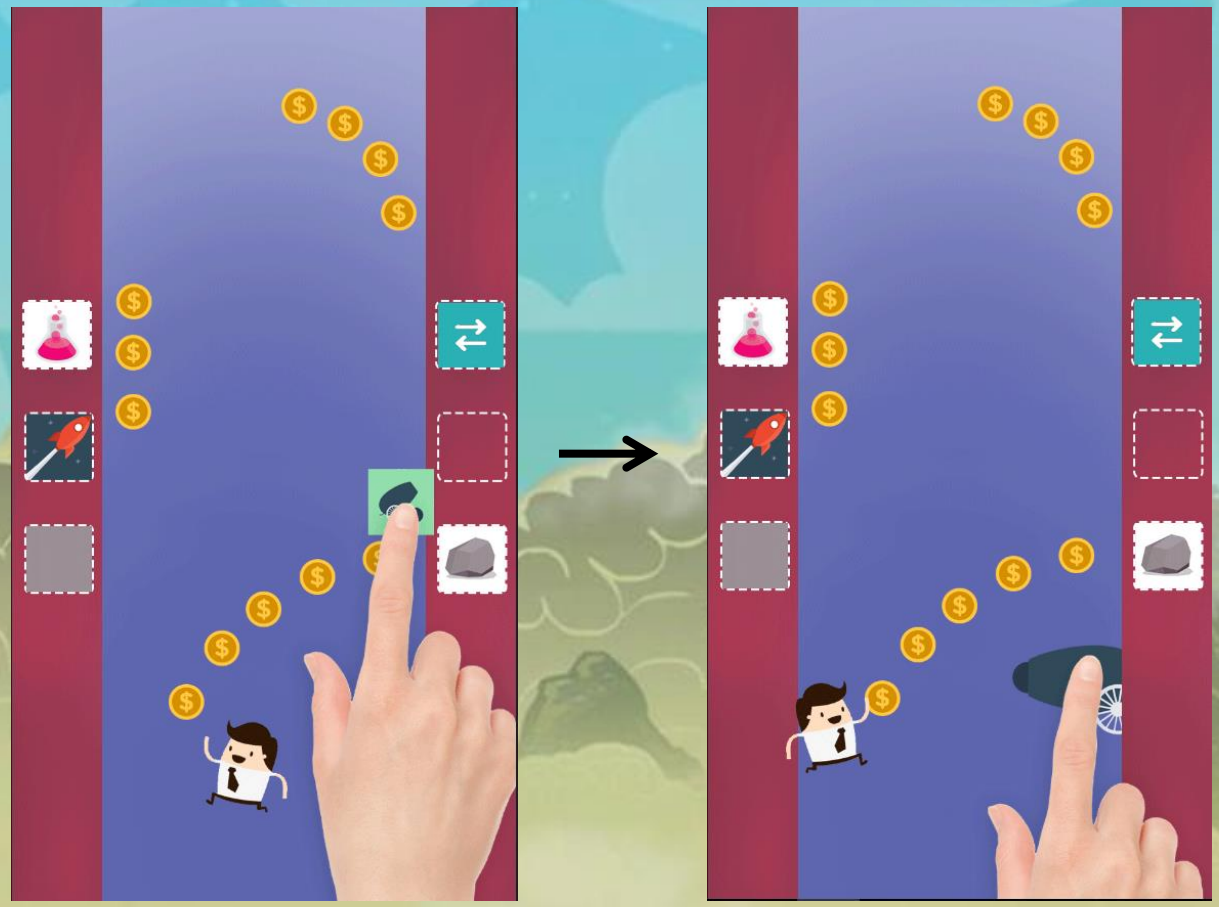
- In Supporter phase:
  - Random obstacles will appear on the way.
  - Try to avoid obstacles by using Booster to help MC complete the way.
  - MC will be stunned or slow if getting hit from obstacle.

- In Attacker phase:
  - User need to choose obstacles and put on the way MC run
  - Try to prevent him from finishing way.
  - MC also use booster for himself automatically.



CONTROL

Tap on the booster/obstacle and drag to the place which you want to put



FEATURE

SPECIAL RULE

For MC:

- Auto avoid obstacles and run follow the coin.
- Have a delay time after avoid the obstacle
- Won’t never die, just being stunned or slow by obstacles.

For obstacle & booster:

- Appear random on available slot
- After using, the next will come.

- **Some booster can be applied**
  - Buff speed and invisible for MC in 3 second
  - Block stun
  - Rescue poison

- **Some obstacles can be used**
  - Slow poison
  - Revert position
  - Canon/Rocket

THANK YOU