VISION

CASUAL GAME

Easy to play, hard to master
One touch gameplay.

ACCESSIBILITY

Freemium, Simplified and very accessible game for a wide audience.

OPPOTUNITY

Non-stop creative, always come up with innovation part.

LOW RISK PROJECT

Easy to develop - no complex mechanics
Easy to create - limited set of initial assets

GAME CONCEPT

- Thomas is a brave and characteristic monkey.

- He love adventure and dying to discover the other side of the jungle.

- While the game is processing, the background will scroll to show the beautiful landscape combining animation.

Score: 15

CONTROL

Thomas will swing from this vine to the other.

- Tap & drag to control the direction & power.
- Release to jump.

GAME PLAY

❶ The enemy is moving on the vines, upper / lower sides.
❷ Eat banana on the way to activate frenzy mode.
❸ The bee will show up & chase the monkey if he stays too long on a vine.
❹ Save the baby monkey then he will follow & protect you when hitting enemy.
• The wind will change randomly to effect the jumping direction
  • In frenzy mode, MC can jump through the enemies & score.
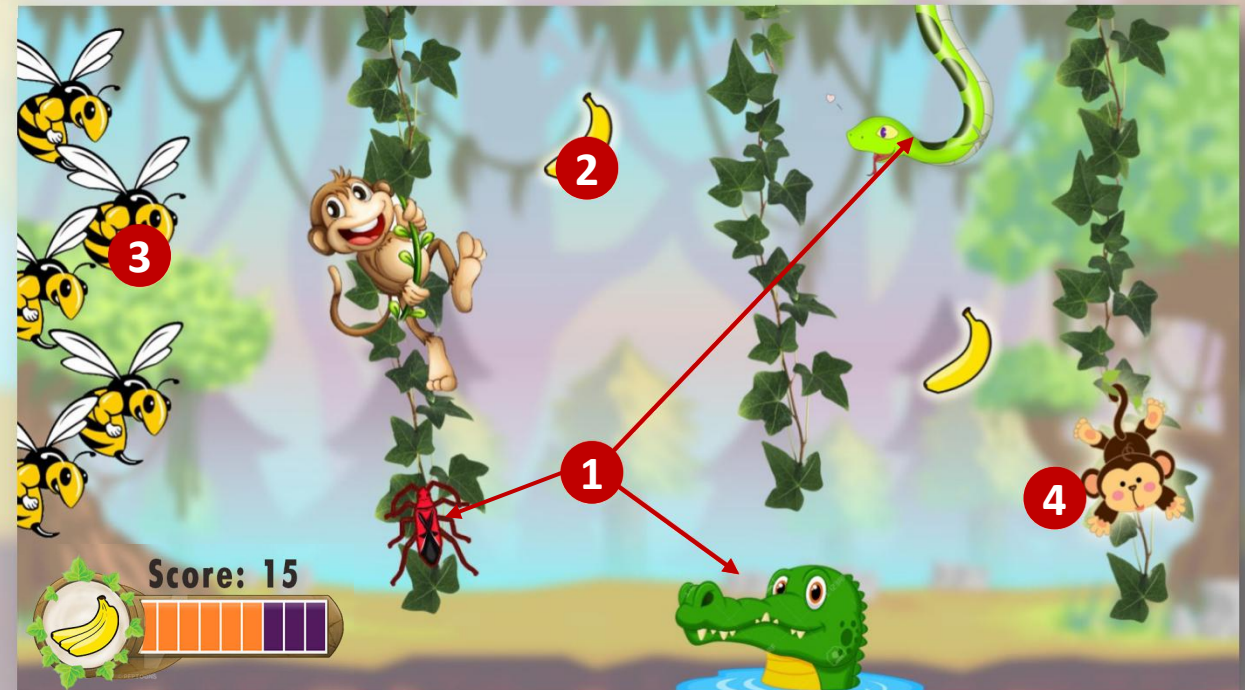 • In normal state, bumping on enemy will lose immediately.

OBJECTIVE

• Try to reach as far as possible.

SCORE

• Each successful jump = +1 points.
• Hit enemy in frenzy mode = + 5 points.

BOOSTER

BIRDY
- MC rides on the bird and flies in a short time.

FRUIT FEVER
- Turn enemies to fruits in a short time, collect them to score!

MONKEY RISING
- A group of monkeys appear & throw rock to the enemy.

SUPER CHILLY
- The monkey will turn red & kick all the enemies on his way.

WINTER
- Snow falls & enemies will frozen till the booster ends.

ODOR
- Enemy will stay away from the MC because of the stinky smell.

INNOVATION

- Dynamic Power-Ups.
- An epic combination of Angry Bird & endless run gameplay.
- A game type that does not exist in the mobile game market.

ART DIRECTION

- Humoristic/light tone.
- Colorful and cartoonish.

THANK YOU