

DON'T FALL

VISION

SUITABLE FOR ALL AGES

One touch gameplay
Short gameplay section
Cute graphic

FREEMIUM

Free to download, everyone can
pick up and play

LONGETIVITY

Endless gameplay with
unlimited possibility

PRODUCTION COST

Easy and fast to develop

GAMEPLAY

CONTROL

- Move the phone left/right to control the direction of the ball
- Tilt the phone to bend the kid to control the balance of the bar

OBJECTIVE

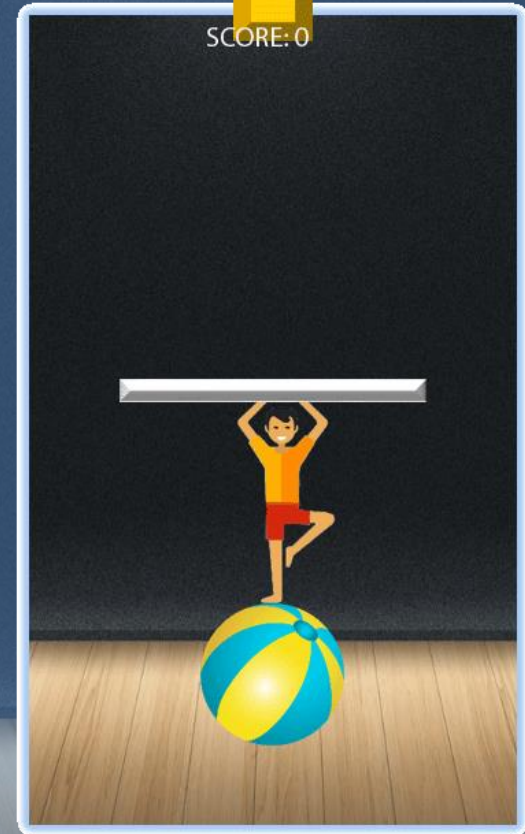
- Keep the objects as high as possible

GAME REFERENCE

- BalanCity

MECHANIC

- The character will stand on the ball and carry a bar.
- Different kind of objects will auto drop slowly on the bar and make the bar incline.
- Control the ball move left/right to catch the object and bend the character to keep the bar balance.



CONTROL

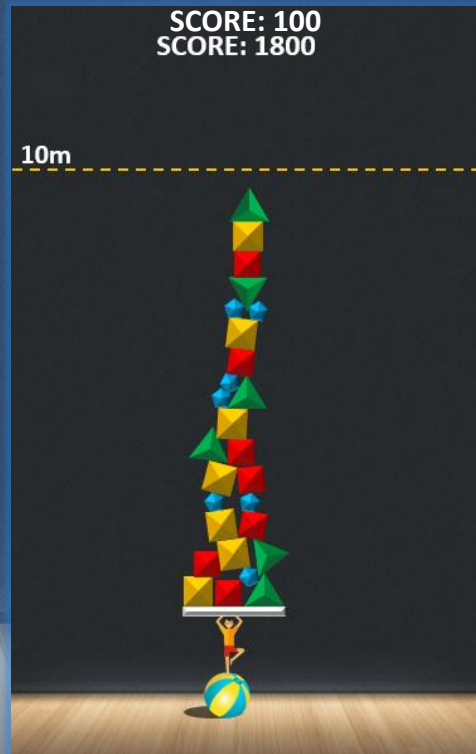


CONTROL THE BALANCE OF THE CHARACTER TO MAKE HIM STAND ON THE BALL BY MOVING THE PHONE

CHALLENGES

MECHANIC

- The more the kid bend, the more red his body will become.
- If he bend too much, he will fall off the ball.
- The shape of the object will follow real physic
- As player reach certain height, the screen will zoom out and show higher objective.
- There are different environment to unlock:
 - Ice: the ground become slippery and harder to move the ball.
 - Wind: the direction of the wind may bend the mountain of objects.
 - Rainy: make the objects heavier
- The game also have different character to unlock. Each character has different to help them in each environment (stronger, move faster, bend more angle...)



ART DIRECTION

BACKGROUND



CHARACTER



UI



THANKS FOR YOUR ATTENTION