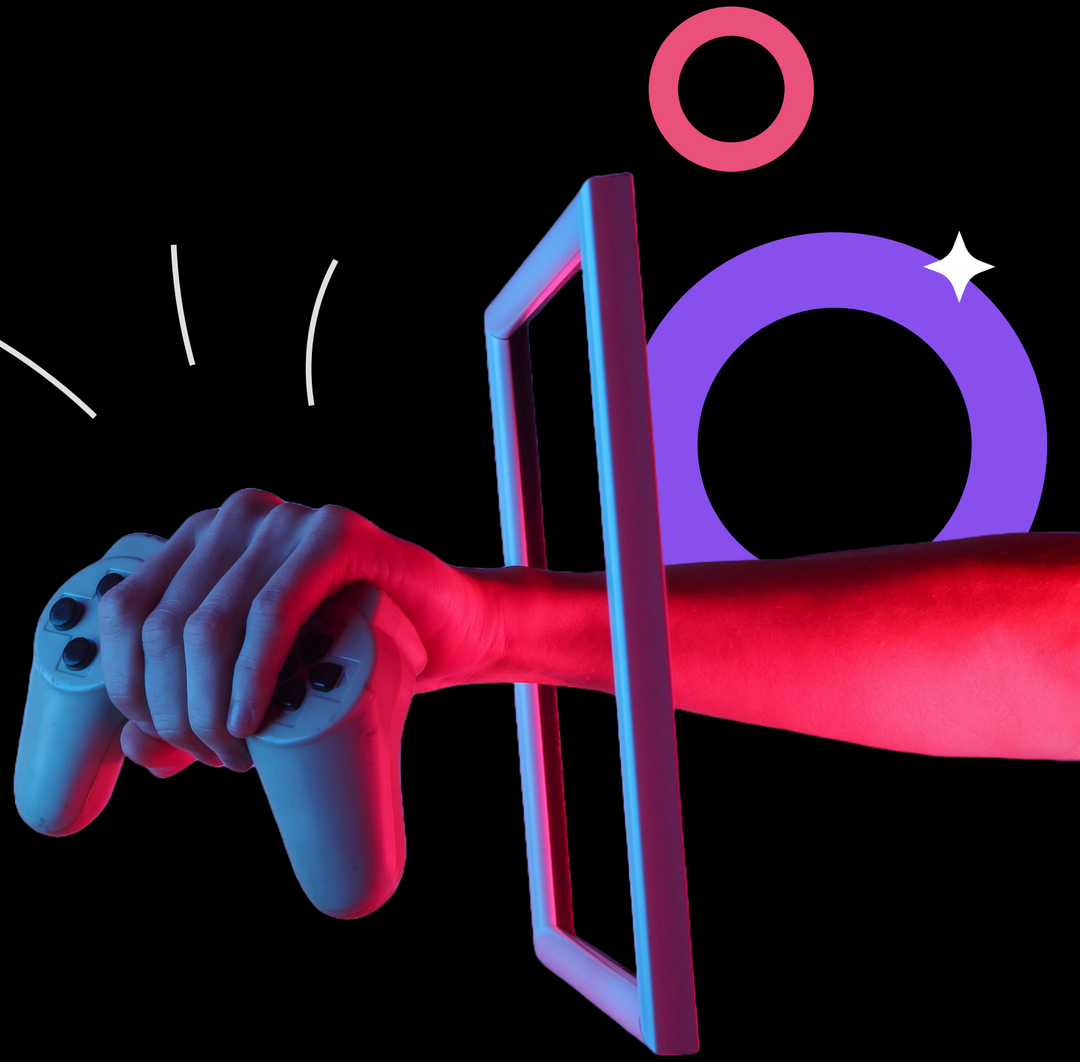
HACKATHON:

GAME: VERTICHRON



GAME DESCRIPTION

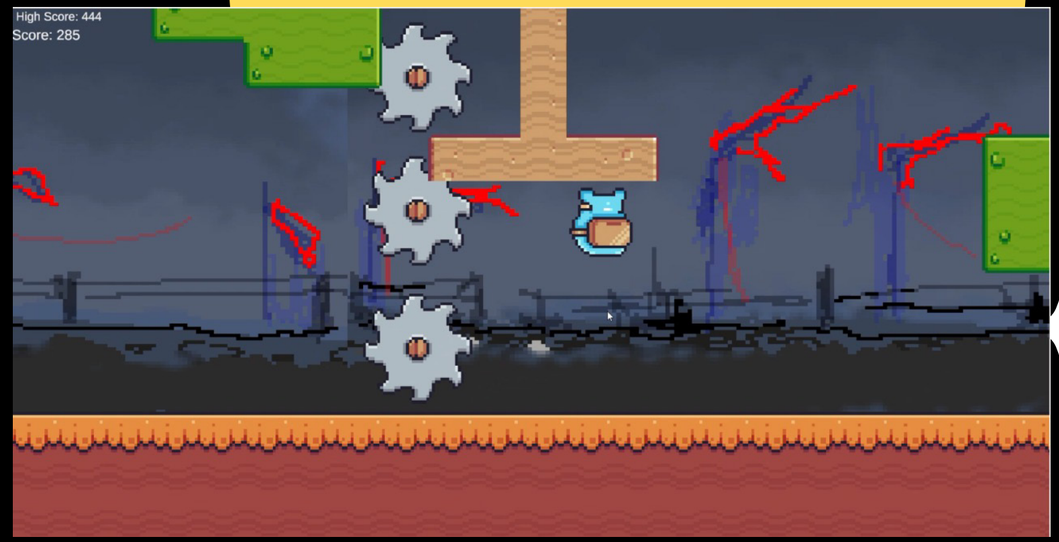
The game is based on an astronaut who is stuck in vortex, he hallucinates his fears in the vortex trying to escape and then realises its just a loop .

GAME MECHANICS

DOUBLE TAP: To swap sides upside and clear the obstacles.

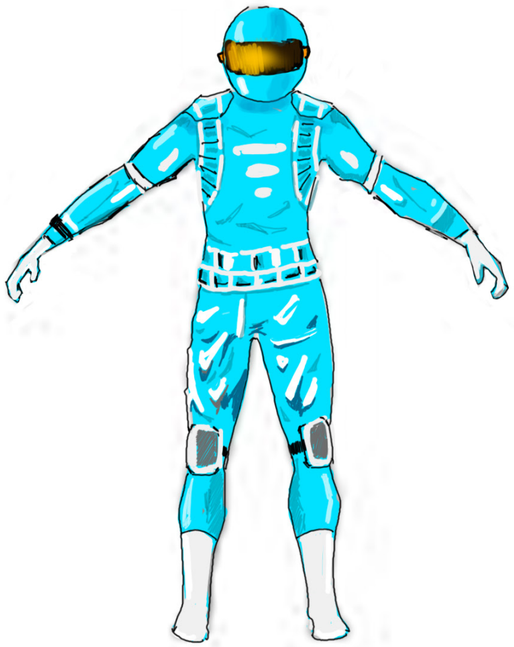
SINGLE TAP: To jump.

HOLD+SWIPE: To dash and run through risky maneuvers.



CHARACTER DESIGN:

CHRONO



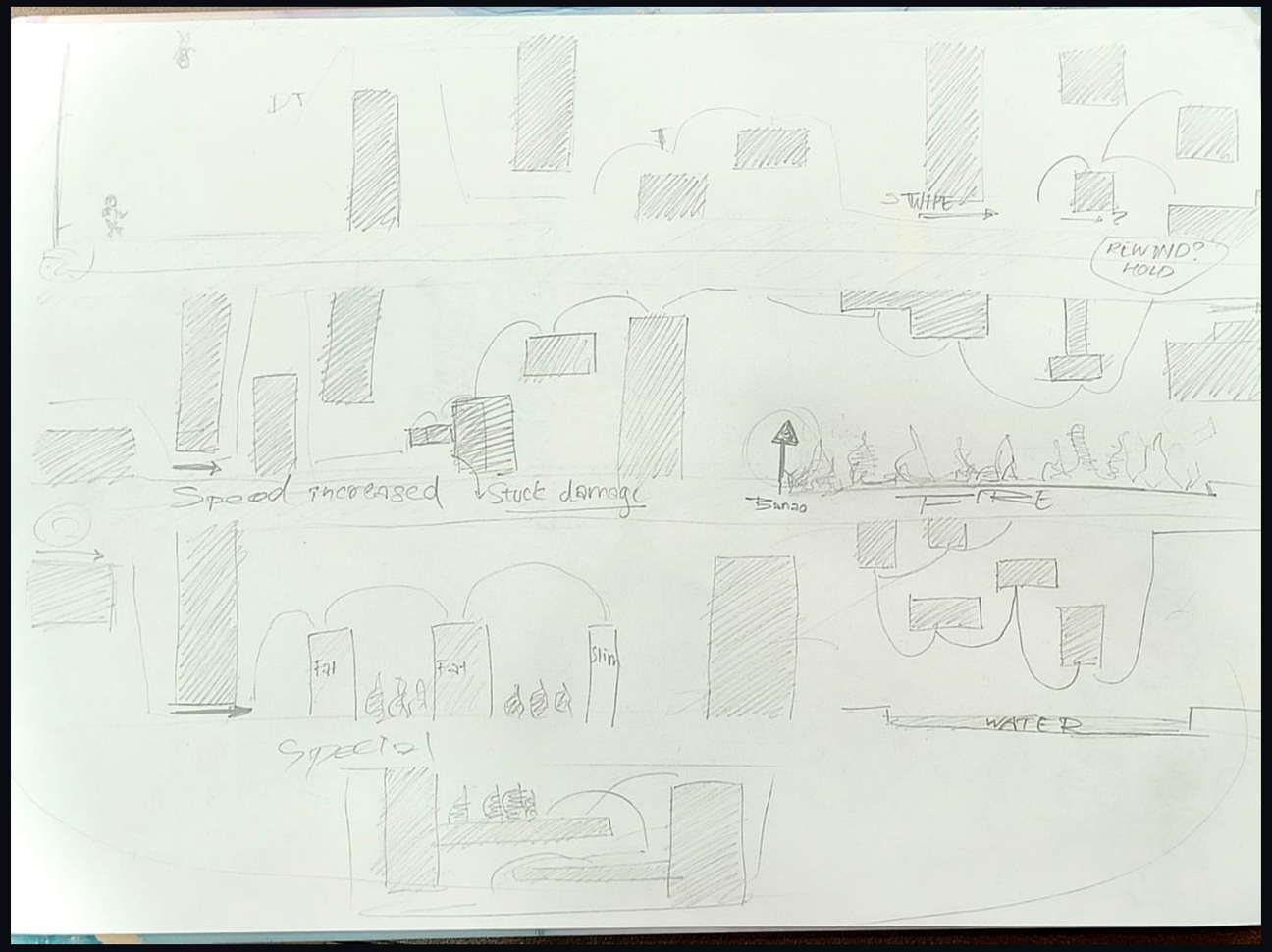
FRONT

SIDES

BACK

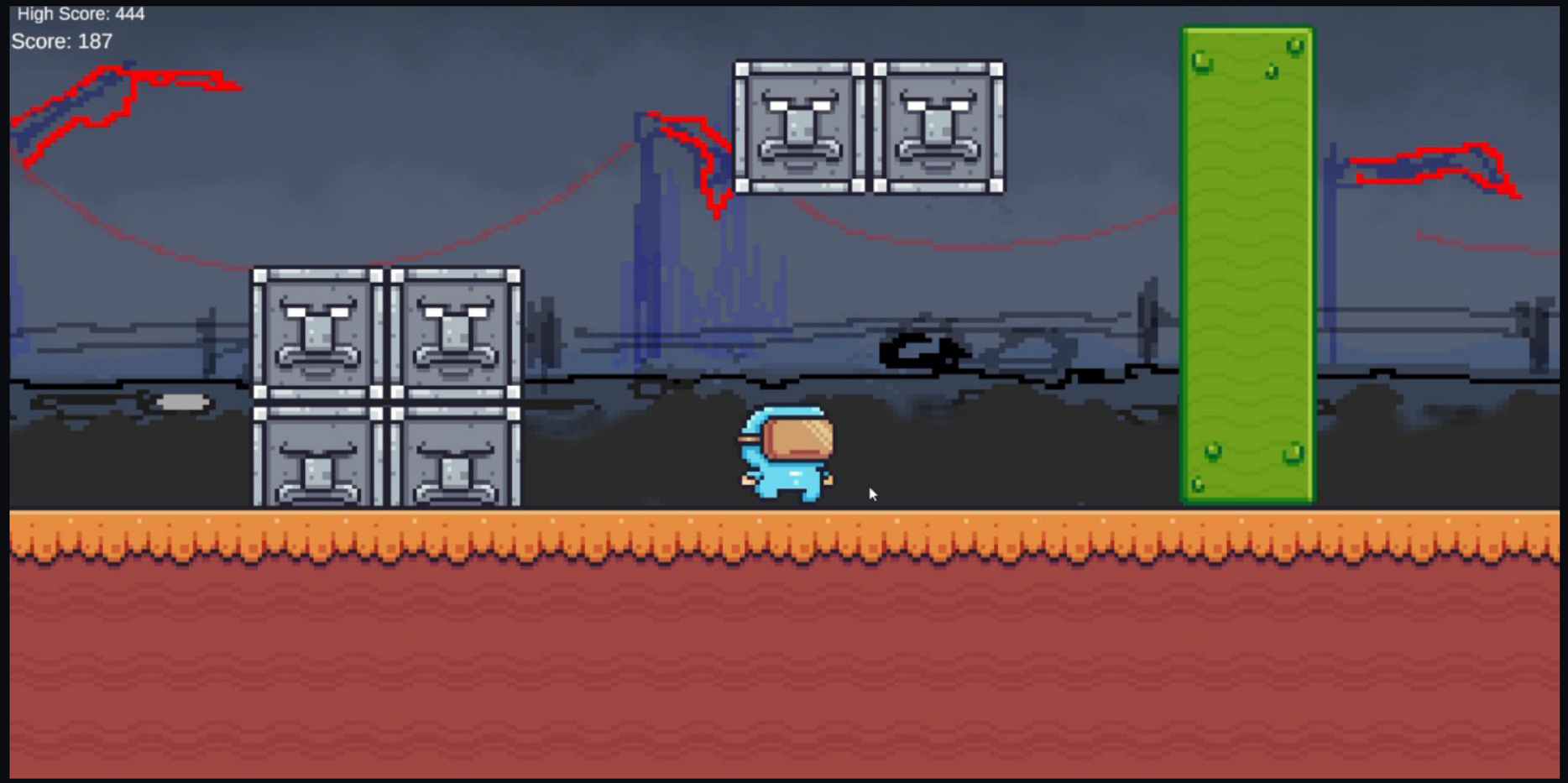
CHARACTER DESCRIPTION:

The character is an astronaut whose name is "Chrono". He is a space explorer. He fears saws and spikes also he is claustrophobic.. He hallucinates all of his fears while being stuck in the vortex.



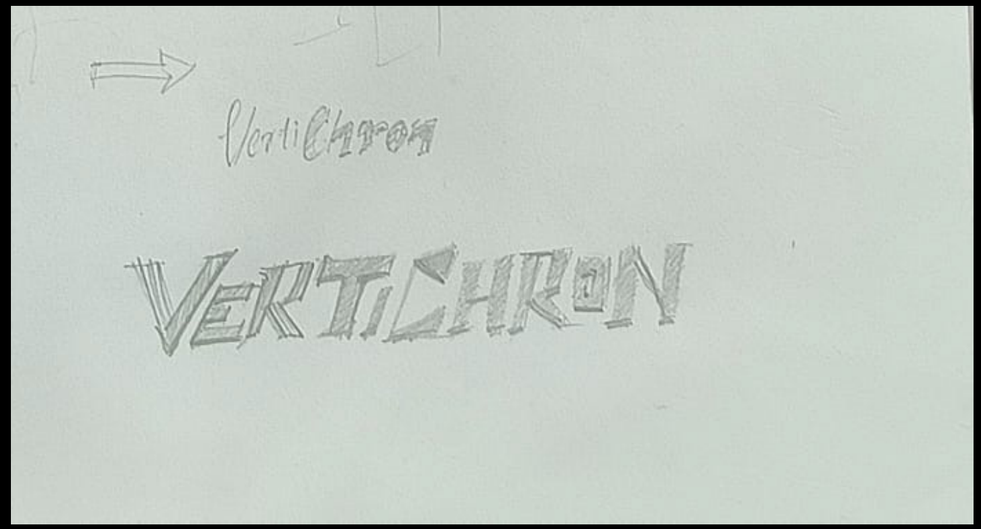
GAME MAP IDEATION:

Chrono hallucinates different obstacles throughout the game. He is stuck on a loop where he has to survive.

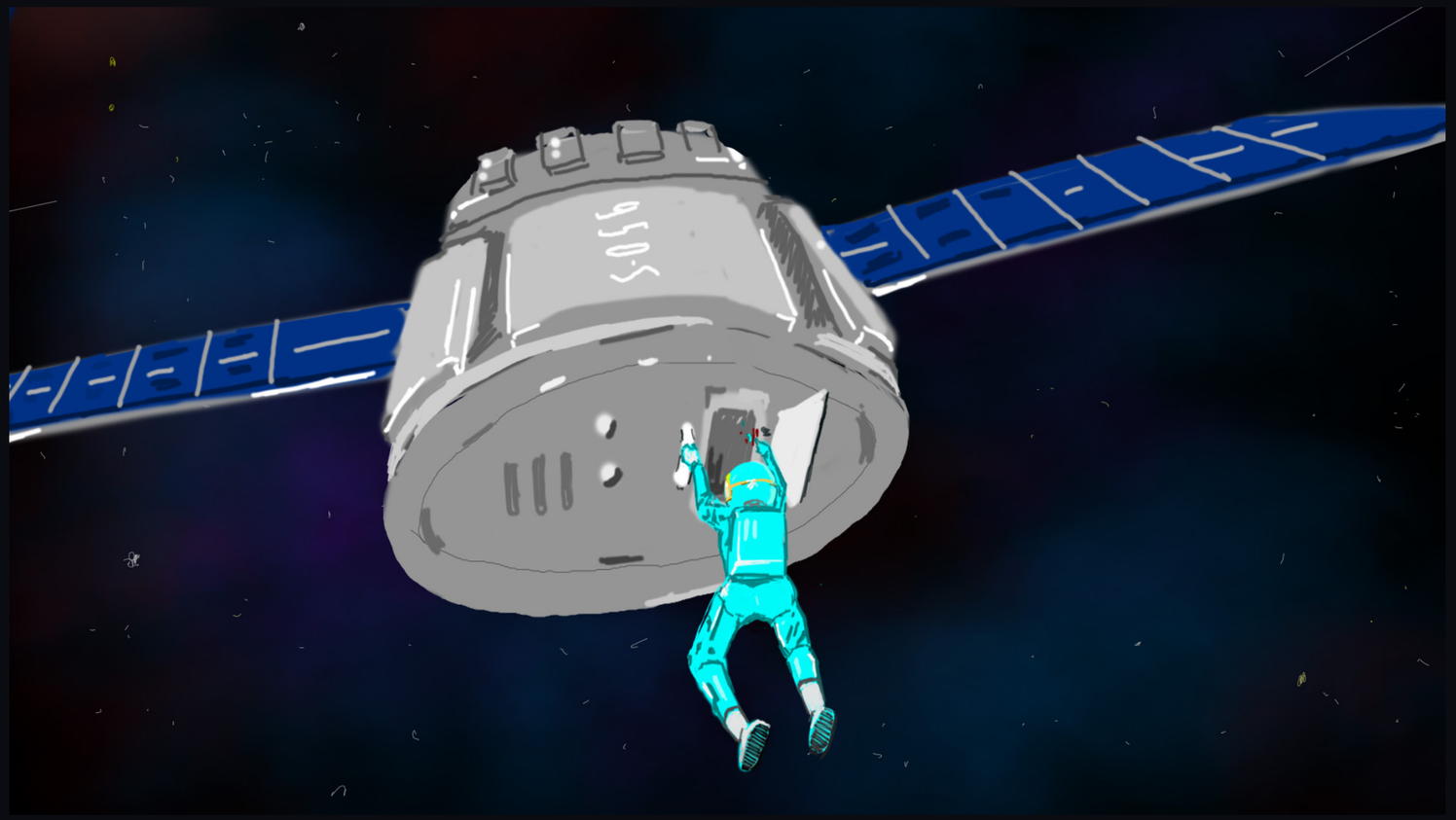

High Score: 444
Score: 187

THE FINAL IDEATION:

THE ROUGH IDEATION:

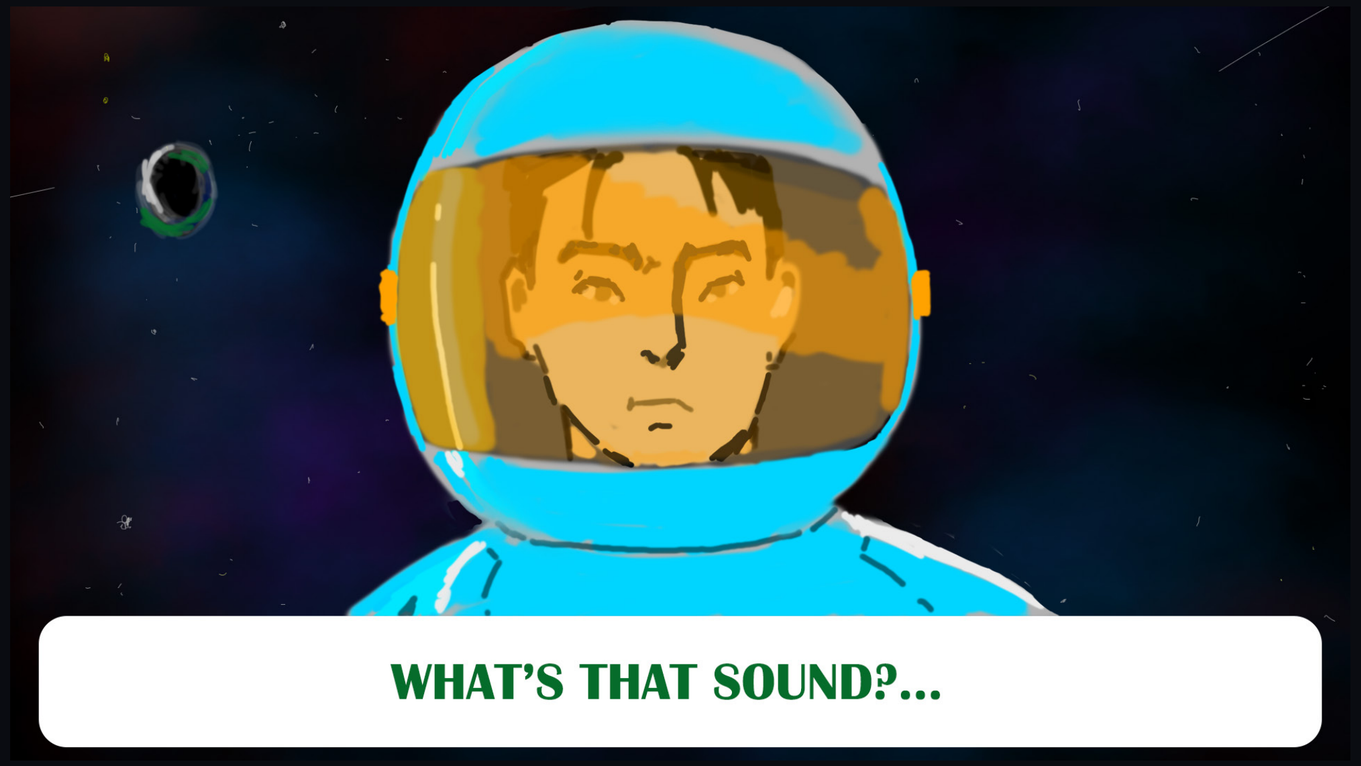


SCENE 1:



One day, Chrono analysed some problems with the satellite's energy and as he tries fixing it.

SCENE 2:

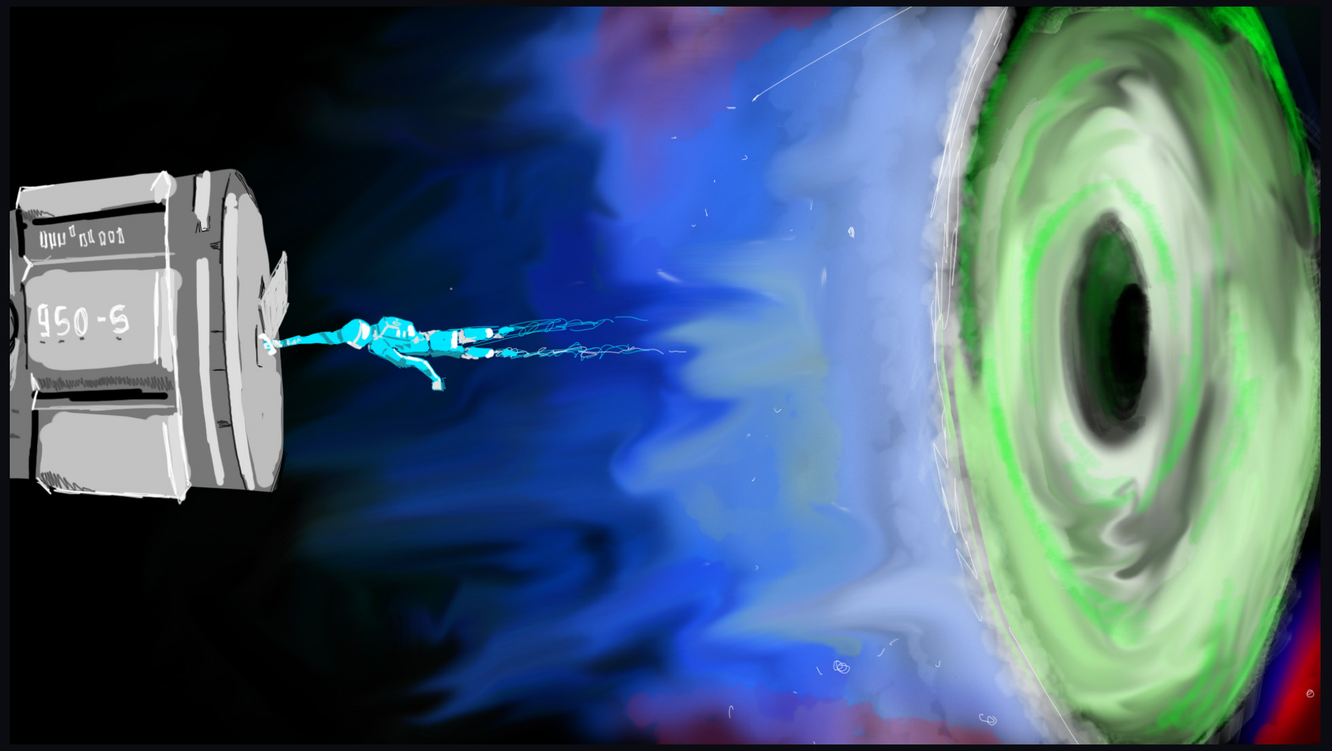


As he was fixing the satellite, a tiny hole appears behind him and he hears a loud noise

SCENE 3:

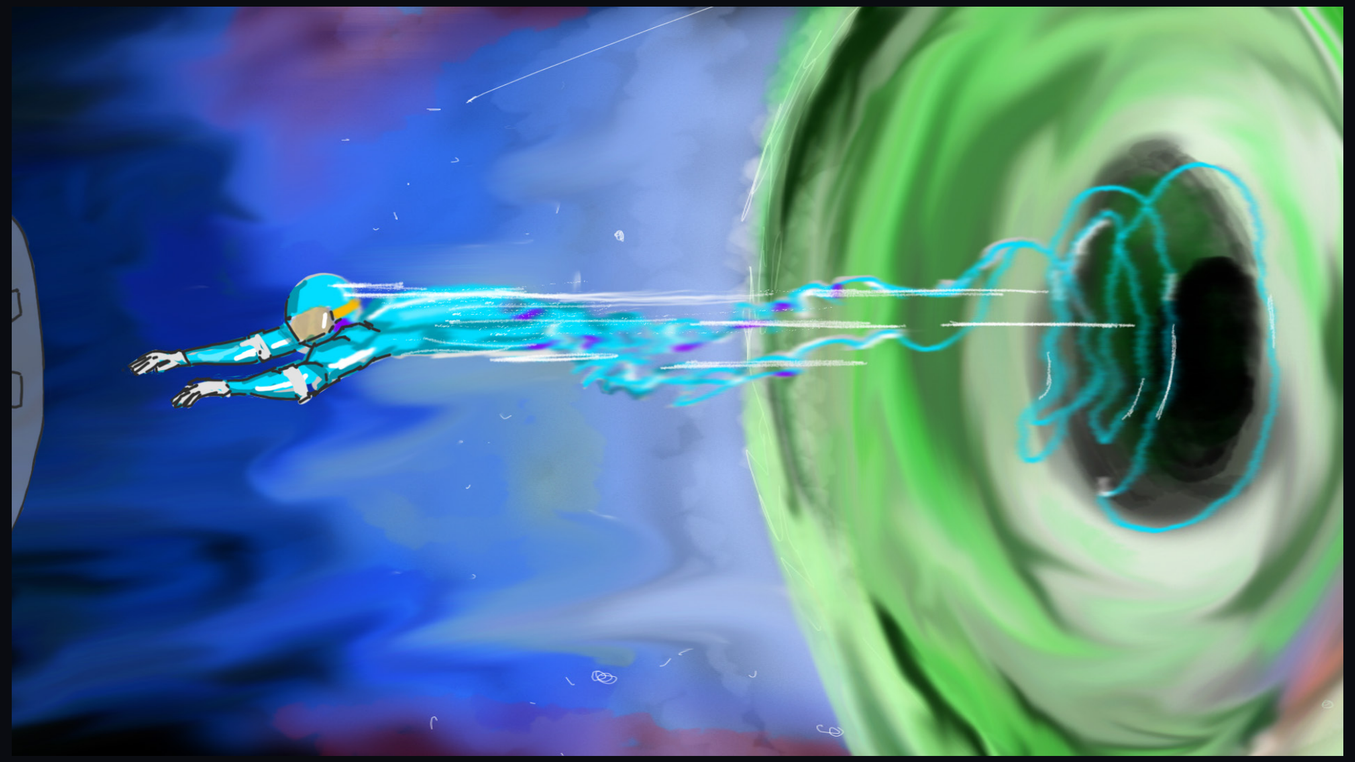
He turns back and sees a huge green vortex behind him

SCENE 4:



He realises he's gonna be engulfed by the vortex.. he breaks into strands..trying to hold on the handle of the satellite.. even the satellite sinks with him

SCENE 5:



A close up view of him being engulfed by the vortex and his hand slips from the handle. You can see the helix physics activity of the strands at the mouth of the vortex

TEAM MEMBERS:

24BDS045– Siddharth Kamble
24BCS173– Nilanjan Sikdar
24BCS269– Vishal Kumar
24BCS265– Vijay Ahirwar

THANK YOU

FOUR UNKNOWN