

# Azure Covert

By 3Seed Games

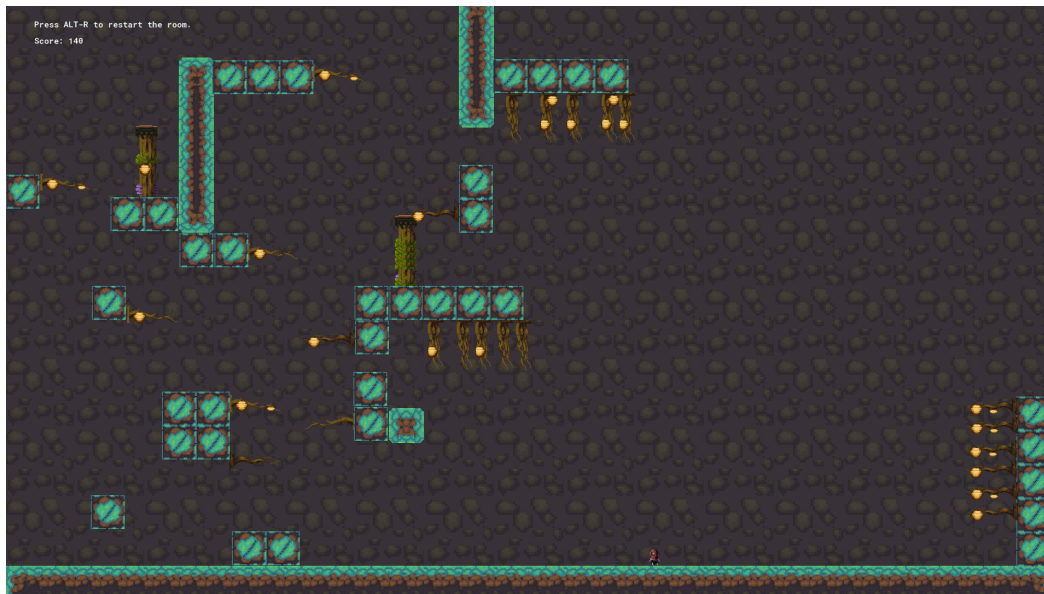
- **Designer:** Nicolas Izquierdo
- **Producer:** Mahesha Hesaragatta Siddappa
- **Artist:** Addison Causey
- **Programmer:** Mohammad Husein



- Overview page

Genre	Indie
Platform	PC ( Windows and Mac OS )
Team Size	1

- Players use seeds to help them make platforms to reach their goals.
- Trees can only grow from specific blocks known as soil blocks.
- Depending on which angle the seed is thrown from, different kinds of trees sprout from it.



- **Biographies of all team members:**

- **Nicolas Izquierdo** has extensive knowledge of programming in languages such as C#, C++, Python, Java and GML. As the lead designer, Nick has worked hard on designing 3Seed Games' very first game. Has created two full games on GameMaker before. Nick has extensive experience in playing video games and thus knows how to create them.
- **Mahesha Hesaragatta Siddappa** is an innovative software engineer, with primary programming skills in Java, python, reactJs and secondary skills in angularJs, NodeJs, C++, GML and he has worked on a variety of full stack development frameworks like Spring Boot, Django and Flask. Also he has used GameMaker Studio to create games and work on gaming projects.
- **Addison Causey** has programming experience in languages such as Java, Python, C++, HTML, Javascript, and GML. He has taken short courses that give an introduction to game development where he created games using Unity. Addison has also used GameMaker to create games and other small projects.
- **Mohammad Husein** has been programming since he was 16 years old. He knows various programming languages including java, C++, python, and GML. He also took a class in Unity and knows how to make games out of C#. Mohammad has also had various projects where he has worked on applications and databases.

- **Description of the game**

- **The fictional background of the game:**

- The game takes place on a desolate planet, devoid of any green life. Humans now live underground for centuries and have forgotten how the land above them even looks like. Among those humans is an alchemist named Rosa, our main character. She believes there is still hope for the planet to bloom once more and is willing to make a dangerous journey to the surface to prove it.

Before embarking on her journey she uses alchemy to recreate tree branches and trunks using special seeds. On her journey she faces difficult to get through areas as well as underground enemies.

- **Goal of the player of the game:**

- Reach the surface by reaching the top right of the screen.

- **Challenges presented to the player:**

- Mutated enemies will attempt to hunt and hurt the player throughout the game.
- Levels will be designed in such a way that the player has to make his/her way to the exit by making their own path with the trees grown from the seeds..

- **Player interaction with the game:**

- The player is meant to help Rosa(MC) solve puzzles with her seeds and reach the surface.

- **Player advance aspects of the game:**

- The player will save the world by helping Rosa(MC) reach the surface and find out if the planet can yet be saved by planting trees.

- **Description of each of the levels:**

- Each level is different and more challenging than its predecessor by having more difficult to solve puzzles and more dangerous enemies.

- **How it meets its educational goal:**

- The game is about sustainability, and it hopes to achieve this by having the player plant as many trees as possible to save the planet.

- **Audience:**

- The game is meant for everyone, no specified audience has been set.

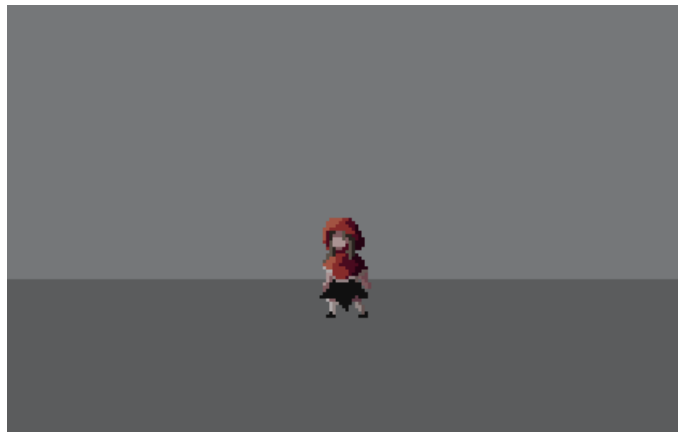
- **Sample artwork from the game**

- **Sketches of characters**

- **Enemies :**



- **Player (Rosa):**



- **Sketches of levels**



- **Sketches of key game interactions**
  - [Rosa(MC) throwing a seed]

