Catch me if you can

All eyes on me
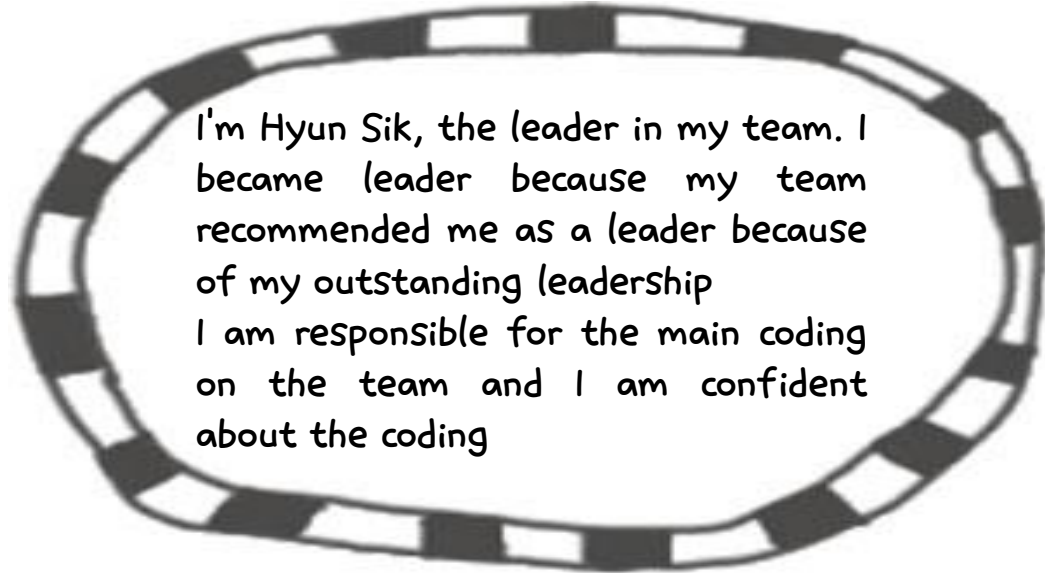
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Index
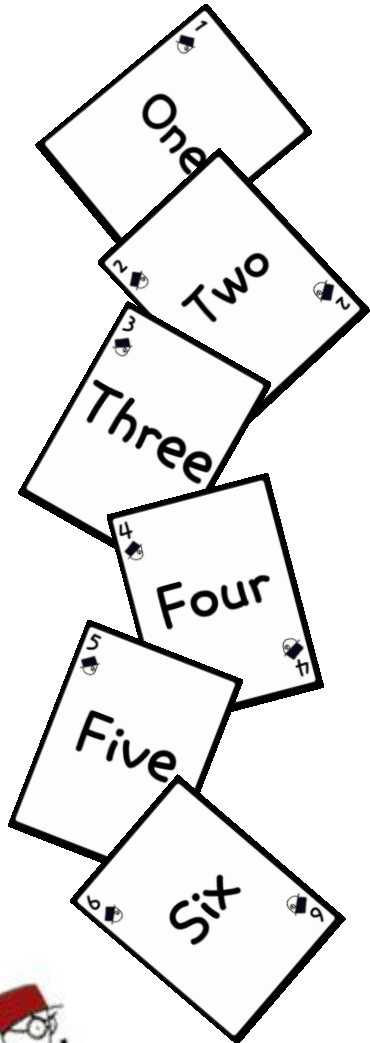
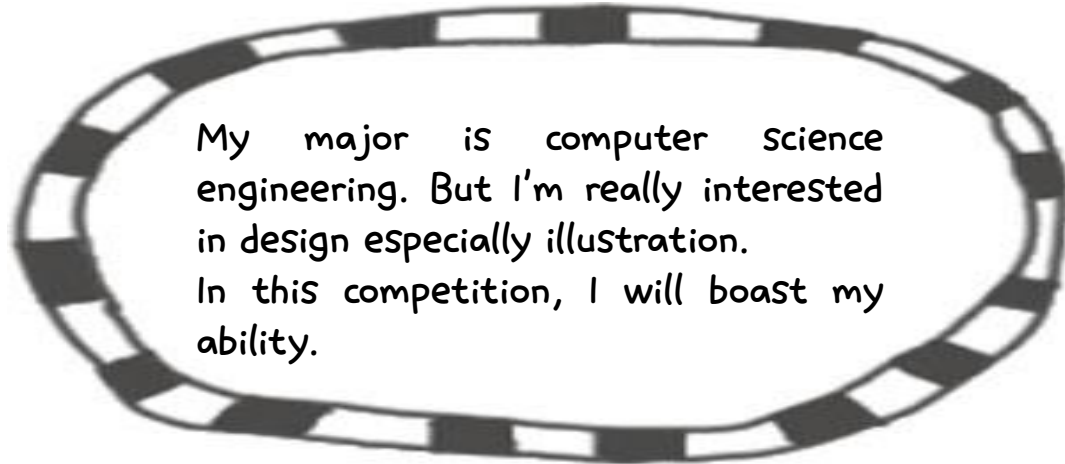Catch me if you can!!

Catch me if you can

Team Introduction

Hyun Sik Yoo

I'm Hyun Sik, the leader in my team. I became leader because my team recommended me as a leader because of my outstanding leadership
I am responsible for the main coding on the team and I am confident about the coding

Da Som Heo

My major is computer science engineering. But I'm really interested in design especially illustration.
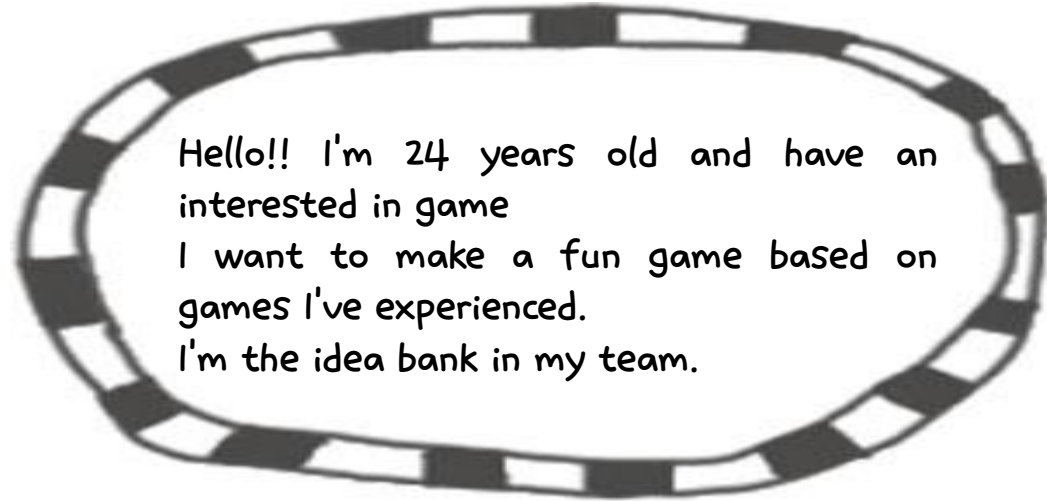In this competition, I will boast my ability.

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Team Introduction

Young Ho Hwang

Hello!! I'm 24 years old and have an interested in game
I want to make a fun game based on games I've experienced.
I'm the idea bank in my team.

Hyo Jin Lim

I'm responsible for organizing ideas and arranging the schedule. In this competition, I'm responsible for design like graphic and UI.
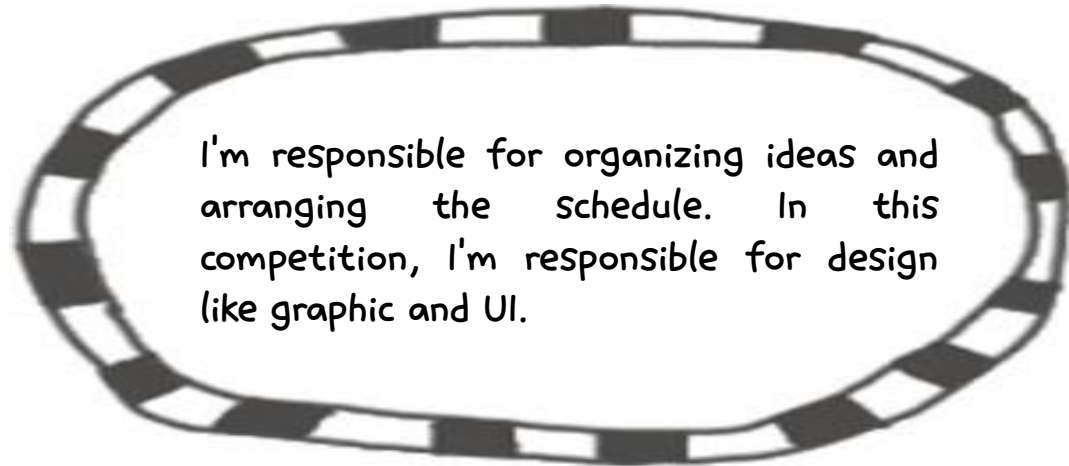
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Nowadays, we are not recognizing the value of legacy so we just consider it as tourist attraction.

Specifically, in South Korea, Sungnyemun Gate, which is the No.1 national treasure, got damaged over 90% of the second floor and suffered a great loss historically because of the simple arson attack. Like this, many problems are occurring like the cultural assets are being lost and damaged globally.

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Our game arouses attention about this problem, reminds the value of legacy and at that time we increased fun element by adding stories in this game.

Our game is 2D crossways-scroll game.

This game plays in run game way. Dr.Rio have to follow legacy-thief and arrest the thief to get back the legacy.

It's a chase between the mysterious thief who takes the legacy away by going around the world and the main character who chases the thief to get back that legacy.

kkkkkk

Game Concept (cont'd)

Each stage runs in Asia(China) – Europe(Italy, Greece) – Africa(Egypt, Ethiopia) – Oceania(Australia) – America (Chile, USA) – Asia(South Korea) order. In ten stages except South Korea, you have to take back the famous legacy which the mysterious thief R took away in each country, then you will get hint about the thief R.

For example, this card is one of the hints. Through a hint bring out the story and Dr.rio can infer the following stage

Game Concept (cont'd)

At the last stage, South Korea, by using hints you got from previous stages, Dr.rio meet face-to-face thief R .

Dr.rio can find out why he stolen a treasure. thief R give a card Dr.rio and disappeared suddenly. That card was written as **"you don't know what you've got until you've lost it."** and back of the card was written as **"catch me if you can"**. The game ends when Dr.rio read the sentence .

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🎯 Target

We didn't decide certain target so that every age group can enjoy this game.

- First, everyone can enjoy this game because the method of progress is simple and handling is easy.

- Secondly, you can feel the tension by the chase between main character and the thief, and you can feel interested by getting back the legacy in the process of game

- Third, children can get awareness to protect the legacy and feel what they have never experienced by indirect way. Also adults can feel interested in game by giving the romance of travel.

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Business Model

In-App payment

It allows buy points by cash. Basically you can gather points in game. by gathering points you can strengthens abilities to enjoy game more effectively.

But for people who have trouble gathering points or are bored in gathering points you can strengthens abilities faster by buying points by cash.

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Detail 1.
 To select stage
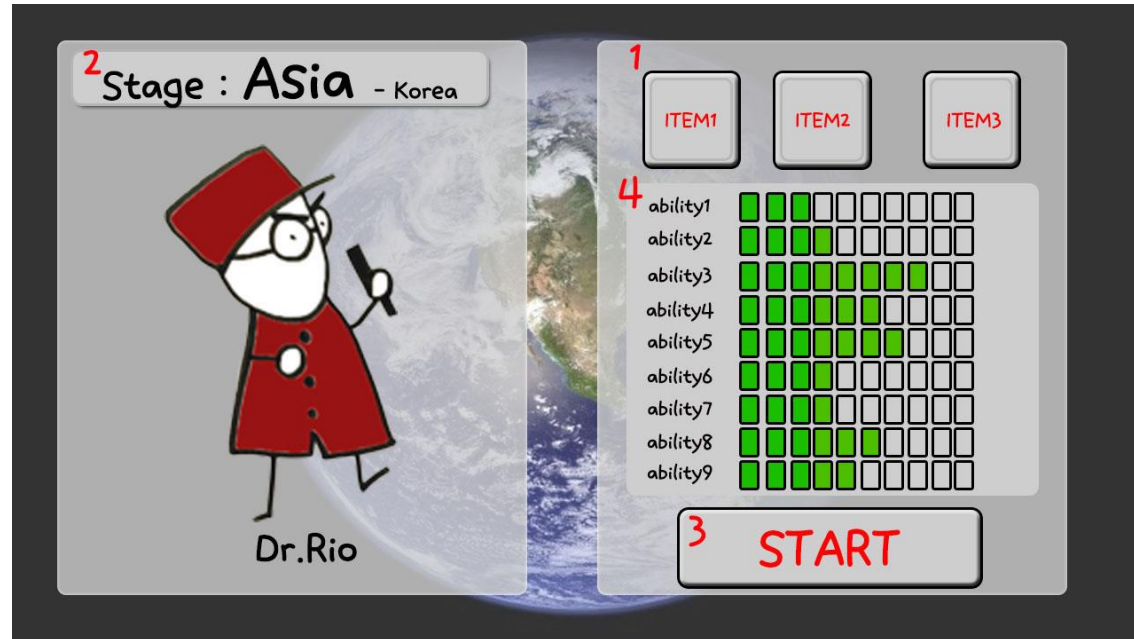

Select Stage

U.S.A

Korea

Chile

The stage selection screen. Each stage can be seen at a glance to the left or right to scroll through the Earth , you can choose an open stage.

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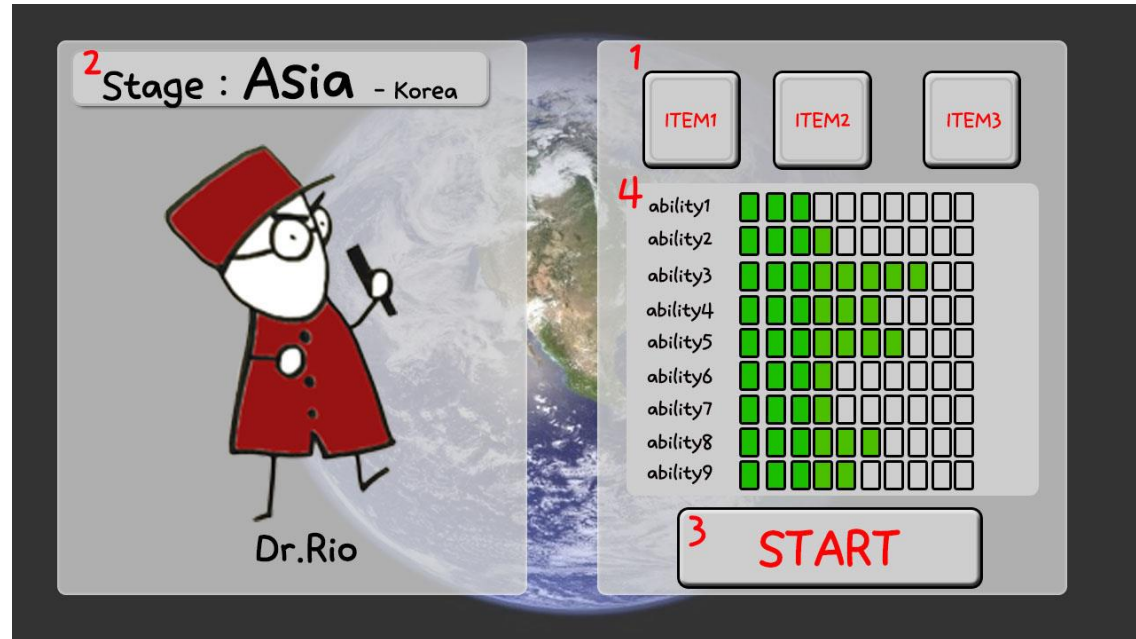## Detail 2.
Preparation Stage

1. it shows three disposable items, you can use in each stage.
- Item 1 : this item allows the first weapon you got to hit the thief automatically
- Item 2 : this item helps player to avoid obstruction for 10 seconds after the game starts.
- Item3 : this item shoots anesthesia gun to thief. thief damaged 10% of total HP after the game starts.

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Detail 2.
Preparation Stage

2. It shows which country you are at.

3. game start button

4. ability of character
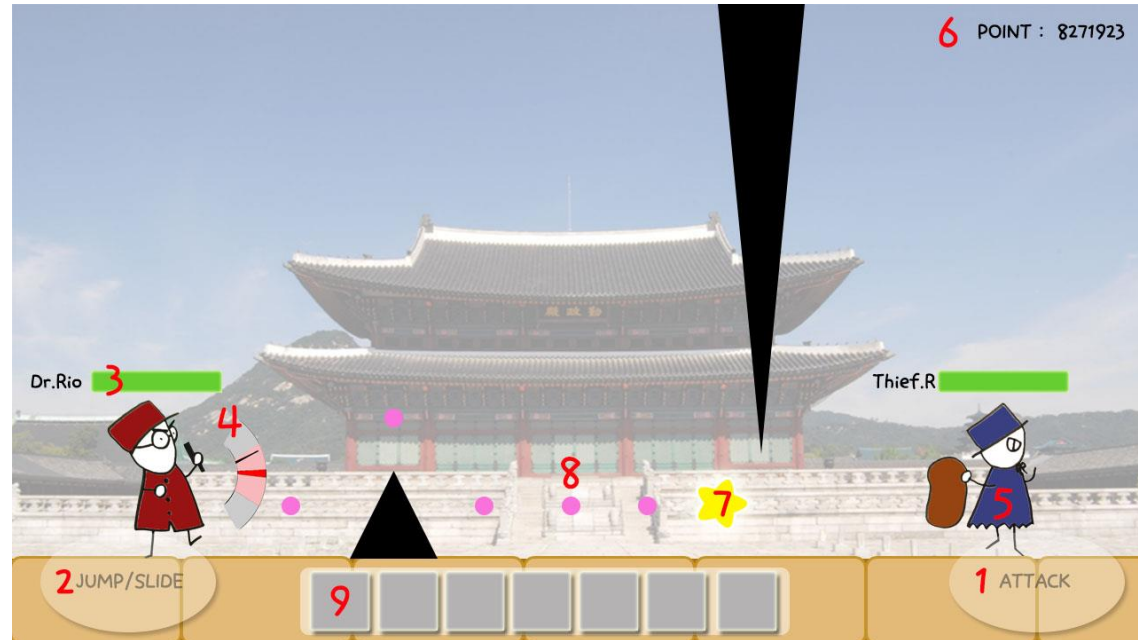
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Detail 2.
In Game

1. ATTACK Button : throw your weapon.

2. JUMP/SLIDE Button : avoid obstacle by jumping or sliding.

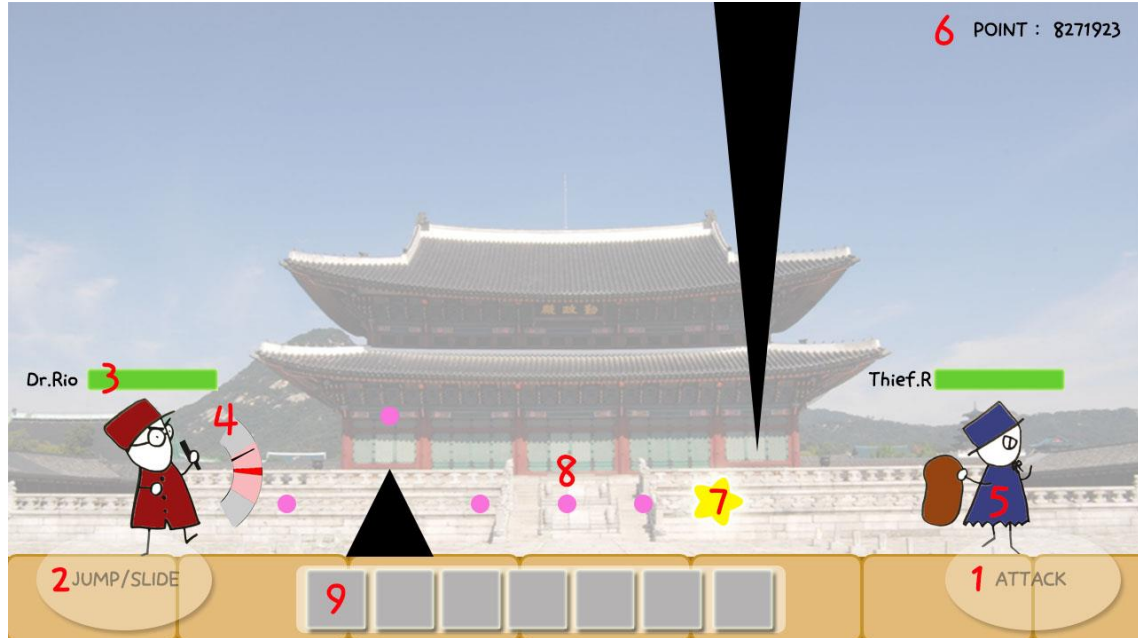3. character's HP : if HP reach 0, you will lose this game.

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Detail 2.
In Game

4. this instrument panel is used when main character throws weapon to catch the thief, and this activates when main character picks up weapon while running. it moves up and down constantly, but its speed changes according to the weapon. this consists 3 sections and a needle. it is divided into red section, pink section and white section.
when the needle is at the red section, the weapon inflicts 100 percent damage that the weapon has to the thief. At the pink section, 50 percent damage, and at the white section, the weapon misses the thief. the item perishes automatically if you don't use it in certain time after you pick it up.
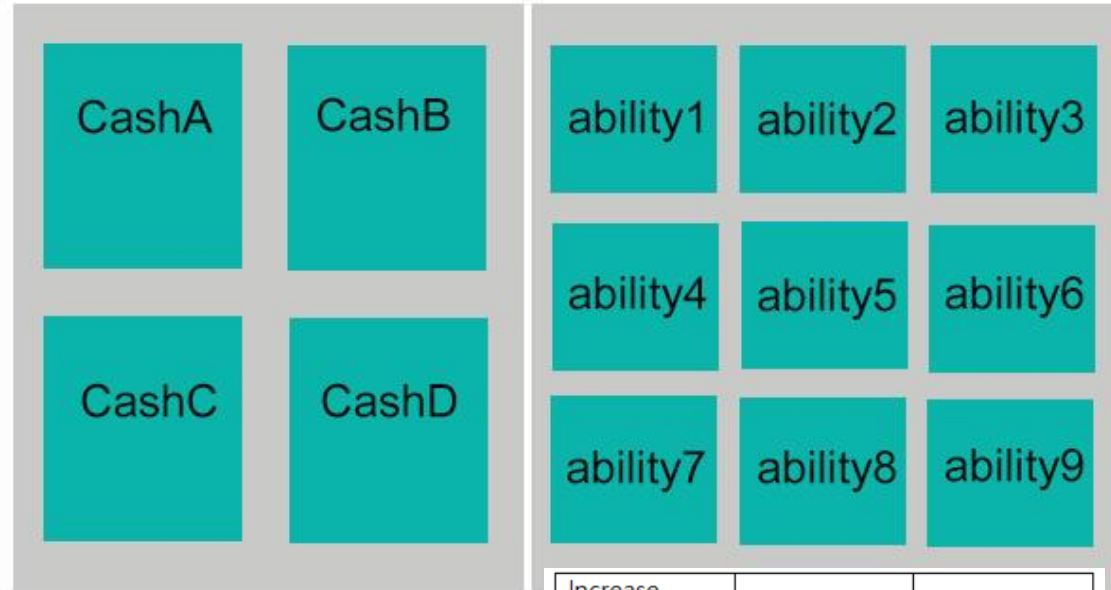
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Detail 2.
In Game
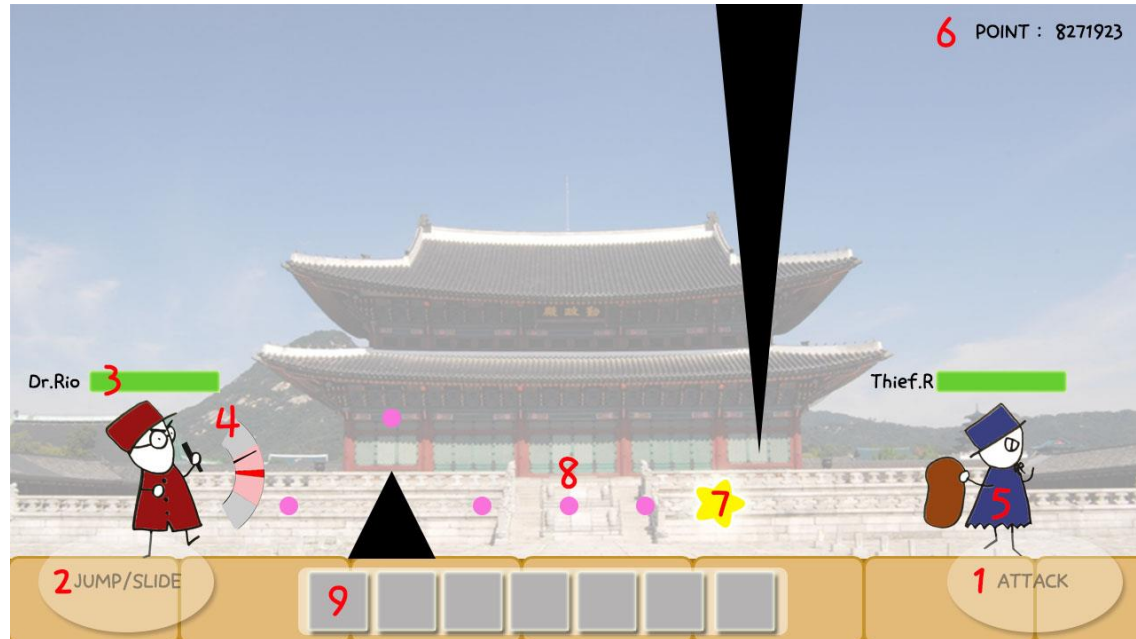
5. thief R : top bar means HP of thief R. if this HP reaches 0, you win!
6. Point = food eaten while running + game clear time + number of times you targeted the thief + accuracy rate
7. weapon item : the item for throw to the thief R.
8. food : The more eating food, the more point increasing. you can upgrade ability of your character using collected point.
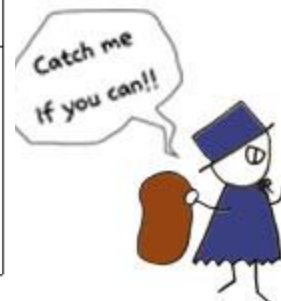9. This is where you store your weapon.

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Detail 3.
Upgrade Shop

CashA	CashB
CashC	CashD

ability1	ability2	ability3
ability4	ability5	ability6
ability7	ability8	ability9

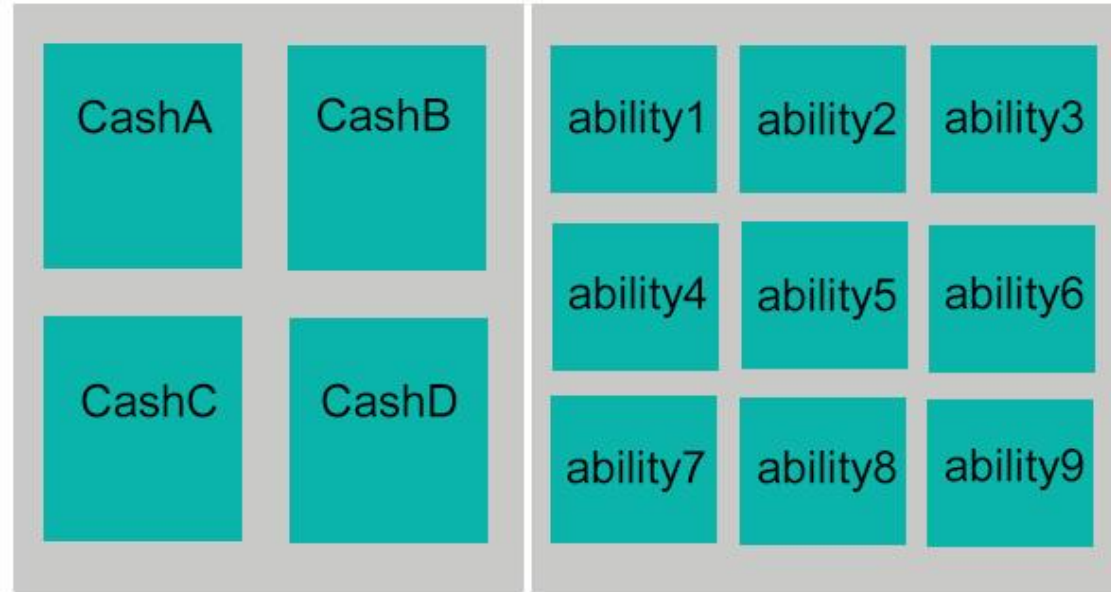| ex) 5000cash = 10000point	ex) 10000cash = 22500point
ex) 20000cash = 50000point	ex) 50000cash = 150000point

Increase Effective range of instrument panel	Increase stamina	the amount of Coin acquisition increases
needle speed reduction of instrument panel	increases of weapon case	increases Probability of good item
Running speed increase	Items base damage increased	Increased duration time of instrument panel

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Detail 3.
Upgrade Shop

CashA	CashB
CashC	CashD

ability1	ability2	ability3
ability4	ability5	ability6
ability7	ability8	ability9

The box on the left is the part that you can buy point of the increase your ability when play a game.

The right box shows a total of 9 ability. You can upgrade your skills using a point to those obtained through the game or cache.

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In the Unity Engine,
we use C# scripts and set to be driven in Windows Phone.

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