

High Level points to be discussed in Saturdays call:

Home page look and feel:

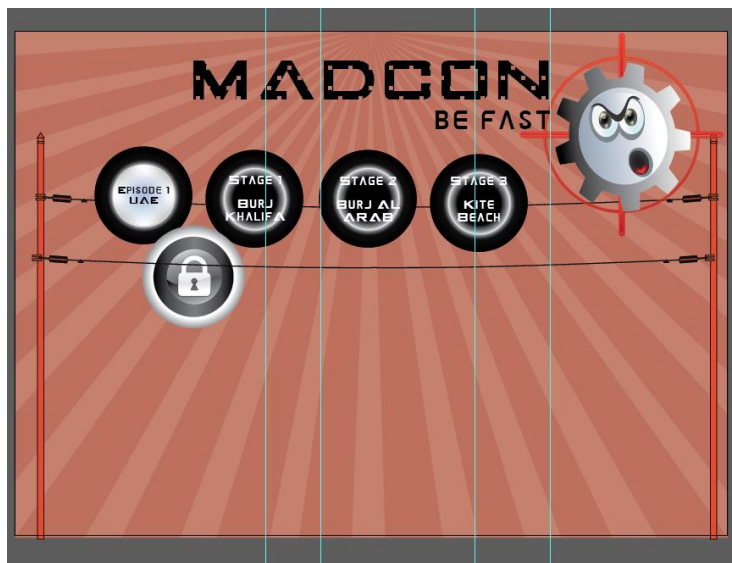


The gear is the main character, more characters to be added to the home screen.

Options button will take you to the options page where you can mute the sound (control volume) and define difficulty (character speed on the line). 3 difficulty levels:

- 1- Easy. With a message popping up at the bottom: Too Slow!
- 2- Medium. With a message popping up at the bottom: Not Bad!
- 3- Hard. With a message popping up at the bottom: Fast Enough?

The play button will take you to the next page of episodes and stages:



The episodes and stages will be in form of thumbnails (with stage images in background). The unlock stage will be available on this screen and the store for the weapons.

Game AI:

- 1- Difficulty Level:
 - a- Determined by the speed of the character on the screen (slow to fast) and the time to shoot him.
 - b- Determined by the number of characters popping up on the screen (3 characters moving on 3 electrical fields, top to bottom in reverse movement left to right - right to left).
- 2- AppStore:
 - a- Change the character to happy, upload an image as character on the gear circle (face)
 - b- Change weapon
 - c- Unlock stages
- 3- Scores:

Best time to kill the character by stage. Time to beat. With facebook and twitter friends. Post on social.
- 4- Tutorials:

Storyline and Tutorial at stage one on the controls → Accelerometer and controls.
- 5- Building Frustration:

Always the purpose
- 6- Power items:

Falling from sky, the user should capture these in order to have superpower (electrifying , one tap touch kill...)

Further points to discuss:

- 1- Go through the work done till now scene unity android and windows phone
- 2- Try to build the project
- 3- Moving forward: designs and sounds to be shared
- 4- Next steps