Seungho Lee, Matthew Nagy

Dec 13th, 2019

Catch Me If You Can

Title of the game made is “Catch Me If You Can.” There were two developers in the team, Matthew Nagy and Seungho Lee. Using the Dragonfly engine, the team originally planned to create a game similar to a platform game named, “Geometric Dash.” However, as the team developed the game, they realized their game is almost an imitation of Geometric Dash. As a result, developers changed minor details of the game technique. Instead of jumping from the bottom of the screen, developers allowed players to jump in midair. Moreover, players can land their characters on the obstacles, but will be pushed back if character collide on obstacles from the side. If you enjoyed Geometric Dash, but try something new, come play Catch Me If You Can! It only costs $0.99.