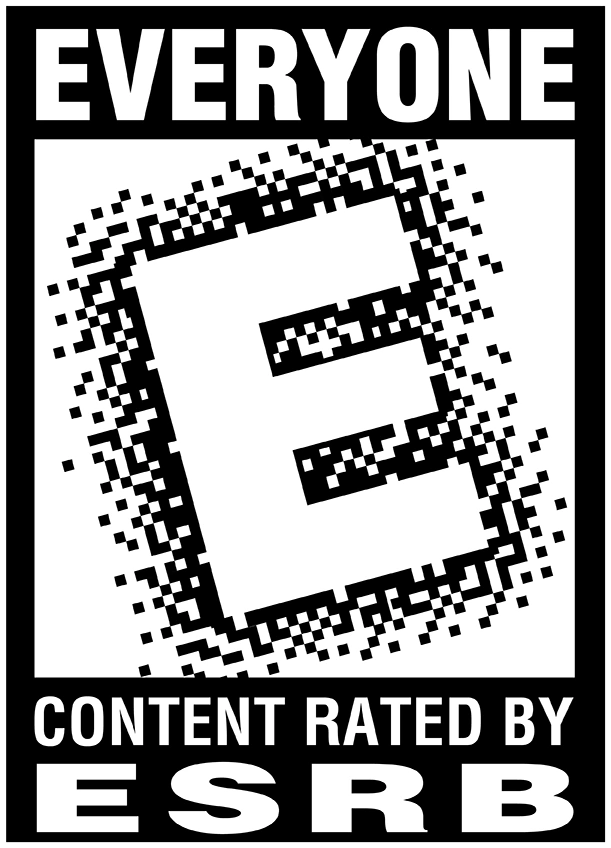
Dev Team: Brent, Ryan, Mike (Art)

Axe Throwing iOS Development, triOs College 2018

**horizontal line**



Axe throwing (tentative title) will be among the first of its kind: an axe throwing game that represents the official sport itself. This game will be primarily a swipe-based 3d action game that is aimed toward the “everyone” demographic. This game will be catered toward the “pick up and play” stylization of games, to maximize downloads and consistent playership among mobile gamers.

**Gameplay Modes -** There will be 1 mode to begin with. This basic game mode will involve swiping in two directions, down (to build power for trajectory and power) and back up to release the axe. The goal of this game is to stick the axe within the rings and get the highest score with 5-10 shots. After the player has run out of axes to throw, they will either move on to the next level, or start over at that same level. If a player fails a level 3 times (the lose all 3 “lives”), they must start over from the beginning of level 1. After successfully completing 3 levels in a row, the player will receive another “life”. This will continue up to 5-7 levels to begin with, with the goal of an endless level option.

**Unique Selling Points -**  This game is unique in itself, in that there are no similar games of this particular style. The goal with this game is to create a game that is both a long term investment of time, and a pick-up-and-play simultaneously.

**Competition** - There is no current competition for the niched sport/action game.

There is an unbelievable amount of potential for feature updates/upgrades for this game. For example, a scoring system that may award players with different environments, and axes (maybe even unlock knives, etc?). In addition to that, there may be areas for additional game modes such as: monster survival, pvp and more!