

the SuperFly

...

- Final Report -

- Furkan Baldır

Table of Contents

1. Introduction
2. Story
3. Gameplay Mechanics
 - a. Plane flying mechanic
 - b. Level 1
 - c. Level 2
 - d. Level 3
4. Playing Demo

Introduction

the SuperFly

-Developed by Furkan Baldir

Count: 0



Story



Loading Page Story Texts

StartScene(Laputa): “Castle in the sky (Laputa) lost own power cell, it was stolen! The castle is in danger of falling. You need to find the stolen power cell to save the castle. If you are ready, Let’s start!”

Level1(Colors in the Sky): “We found traces of the stolen power cell, but there are some obstacles on the way. To find the power cell, you have to pass through all the obstacles.”

Level2(Under Fire!): “They found us! You need to survive for 60 seconds under fire. We should be very close to power cell, be careful skychild...”

Level3(Fight for the Power Cell): “We found the power cell. But I guess we ‘ll have to fight for it. The castle should be destroyed! But be careful about the colors. Choose your plane color wisely. (Press ‘Space’ to fire!)”

Menu: “See you again in Laputa!”

Gameplay Mechanics

Plane Flying Mechanic

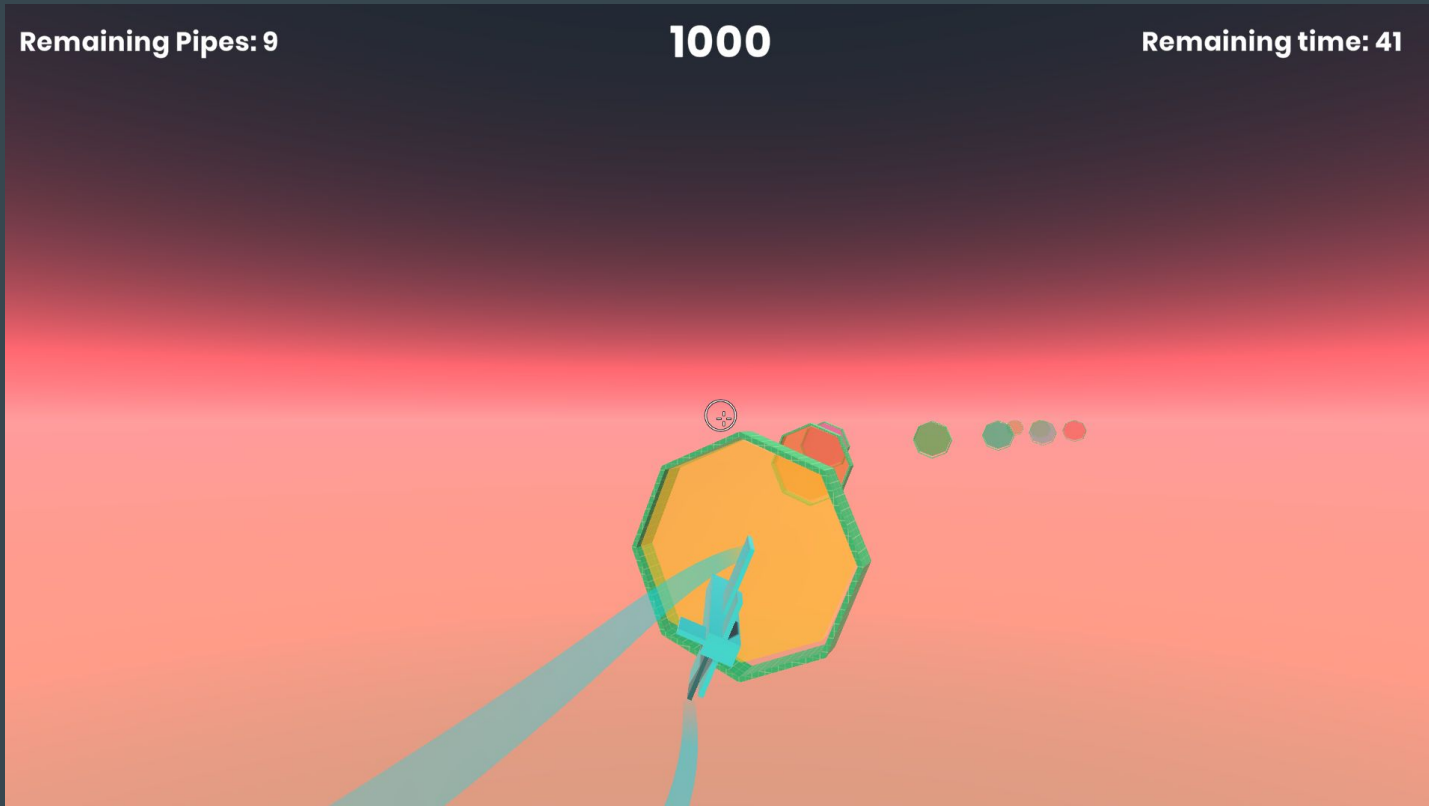


Level 1 Mechanic

Remaining Pipes: 9

1000

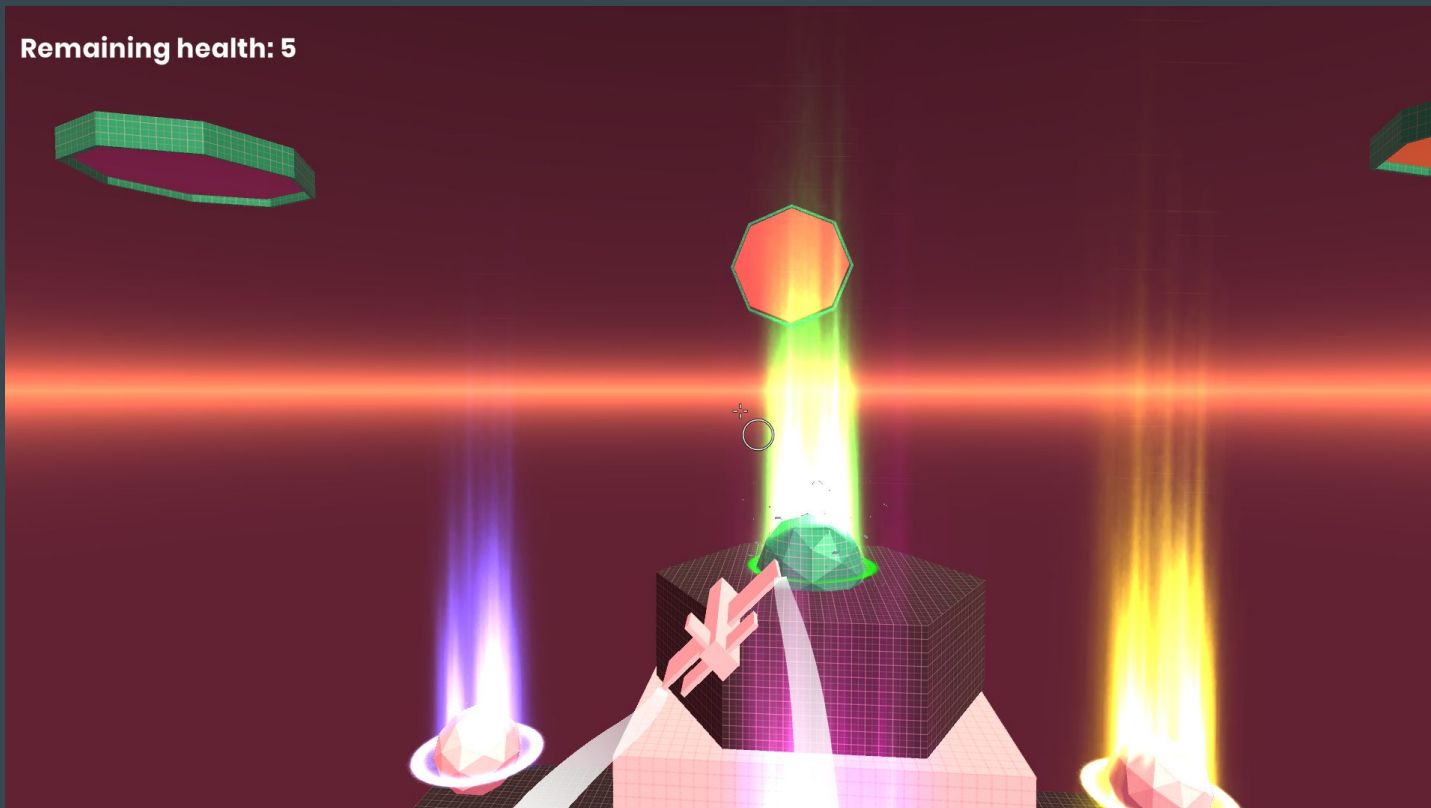
Remaining time: 41



Level 2 Mechanic

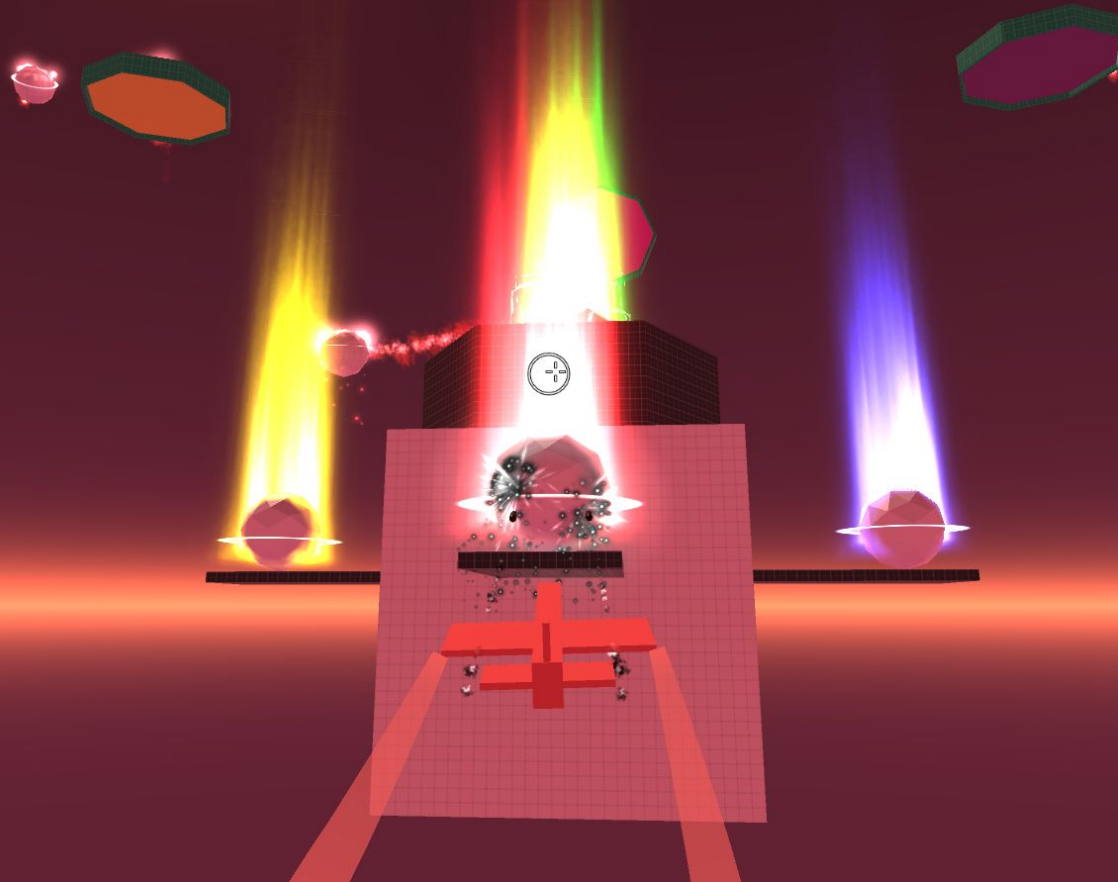
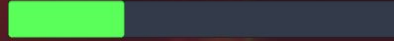


Level 3 Mechanic

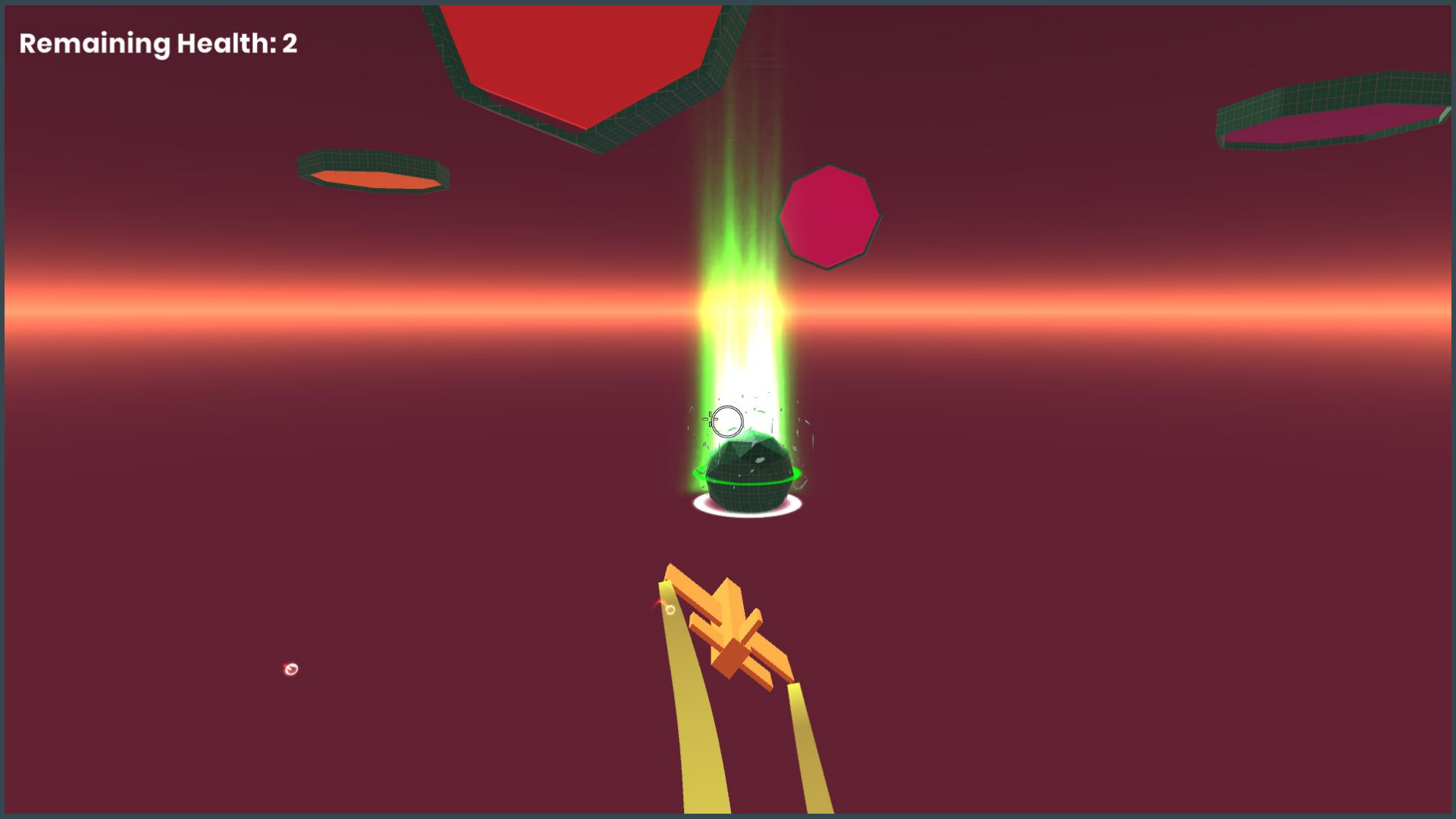


Remaining health: 5

Red Power Cell



Remaining Health: 2



Let's Play Demo