

Marketing Materials -- Pilot

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Category: Games

Description: In Pilot, the player has to steer a bird character through a bunch of pillars while collecting as many coins as possible. The main feature that the player interacts with the character is by drawing lines on the screen. Once the bird character collides with the line drawn by the player, it will bounce up. The game is over when the bird character hits any pillar shown up on the screen. The player needs to keep drawing lines in order to prevent the bird from colliding with any pillar. The player can select difficulty modes to play. Different modes have a variety of features like limited strokes, flowers to apply momentum and recharge strokes.

Keywords: draw lines, earn coins, avoid pillars, different modes

Screenshots:



