**Pede – The Frog**

*Genre: Roguelike, Adventure, Top-Down view*

Idea:

* Player plays as a frog
* This frog will go on an adventure to figure out his potential
* Player will fight against many types of enemies, some of them will give the frog specific skills
* If player touch enemies or their skills, the game will be over

Feature:

* Pede uses his tongue as a weapon
* Difficulty is rising gradually as the game progress
* When Pede kill a specific enemy with his tongue, he will have new skill
* There is a simple boss fight
* Pede fights this boss by using boss’ own skill against him
* There are some nice 2D effects

Techniques:

* We use tile map to create maps
* Player can modify joystick (android)
* The frog (Pede) is our greatest creation
* Each enemy has its own behavior
* The code is separate in different section (audio manager, player behavior, etc.) designer/developer can easily change parameters in game

References:

* Game asset: itch.io

inscope.itch.io

spriters-resource.com

cartoon FX free (unity store)

google images

joystick pack (unity store)

* Game audio: freesound.org