Hello every1 and wellcome to our mini project.

My name is Trung, here are Andi and Luke.

Today we would like to introduce to you the our game WatchOut.

Firstly i would like to talk to you about the game idea and design.

Where is this WatchOut game idea come from ? Our game is inspirated from the class game "hot potato", a game in which players pass the hot potato to each other and whoever receive it last will be the loser.

We took that idea and added more feature and turn it into a Bomb-game called "WatchOut". In which every1 has to receive the bomb, finish a curtain amount of tasks and deliver it to the next player. The bomb ofc has its own stability and a timer. If you fail too much tasks, the stability will descrease and if it reachs 0, the bomb explode and whoever is holding It will be the loser. And if the bomb stability does not explode yet but the time is over, the last person hold it also lose the game.

So that s the idea of the game.

Next I will so you the tasks.

Currently we have 3 tasks: Unwrapping, Twitching and Deliver.

A person receive the wrapped bomb, unwrap it, twitch it in some directions and then deliver it to the next person.

We get the unwrap idea from a Nintendo game called Unchained Treasure Chest.

Next is the twitch, it s a little bit like gitar hero. You have to move the phone in the shown direction.

And the last is deliver, in this task you have to put your finger on the camera and hold the bomb carefully to deliver it to the next person. The tasks of the next person will start directly after you let the phone go.