**Brief**

**Theme**: Tree

**Literal**

“You are a little squirrel, and you should collect nuts for dinner to ride a tree.”

**Metaphorical**

“Find peanuts and acorns hidden in the tree.”

“Please do not find a predictor.”

**Abstract**

“Player checks the puzzle, and find the items”

“Start in the bottom of tree first and if the player solves the puzzle and find 1 item, they can move to upstairs.”

“If player find a pine beetle or an enemy that’s not an item, they lose 1 life”

“There is 5 level. 1 level – 1, two level -2, three level – 3, four level – 4, five level - 5”

**Mechanic**

: Puzzle game/Mouse control/destroy puzzle or slide puzzle

: Main scene (select level)

: Level 1: find 1 archon / 3:3 puzzle

: Level 2: find 2 archons.: 4:4 puzzle

: Level 3: find 3 archons.: 5:5 puzzle

: Level 4: find 4 archons.: 6:6 puzzle

Enemies

: If player move wrong puzzle, enemies spawn and attack player.

플레이어를 마주하면 공격 기능이 활성화되어 공격한다. 플레이어는 에너미를 마주할 시 에너미 전투 패널이 활성화되어 싸우게 된다.

Timer

* You can move the puzzle only for a limited time for each level. Over time, the enemy appear and attack you. “1: 30, 2: 60. 3: 90, 4: 120, 5: 150”
* There is a five second timer, so they have to move the puzzle in 5 seconds.
* It is nice like Minesweeper online mood.

게임 요약

* 플레이어는 퍼즐을 옆으로 움직여서 도토리를 찾는다.
* 도토리가 아닌 아이템을 찾을 수도 있다. 이 아이템은 플레이어에게 좋은 역할을 한다.

Literal

“You are a little squirrel, and you should collect nuts for dinner to ride a tree.”

Abstract

“Start in the bottom of tree first and if the player clear the level and find items, they can move to upstairs.”

“There is 5 level. 1 level – 1, two level -2, three level – 3, four level – 4”

Mechanic

A footboard game with 5 rows vertically. / Create 5 platform. Determine collider on the platform.

: At the bottom, the first squirrel carries a basket and at the bottom, the second squirrel (= the player) picks an acorn and drops it down. / Put the player squirrel in a reciprocating motion script and determine the collider trigger. / The second squirrel puts in a controller that can move up, down, left, and right. / Move through the collider when moving through the platform. Use an On-way collider.

: Warms and owls crawl on the horizontal side and spiders descend on the vertical side.

: If the player drops an acorn well to the second squirrel walking down below, the player will harvest one acorn.

: Acorns are spawned at random locations.

: As the level goes up, the platform gradually decreases, the gap widens, and the speed and number of sponges in the enemies increases.

Enemies

: Warm. Appears at level 1. Just crawling.

: Owl. Emerged from level 2. Fast forward across.

: Spider. Appeared in level 3. Appears vertically and blocks the player.

Timer

- The player can move the puzzle only for a limited time for each level. Over time, the enemy appear and attack the player. “1: 30, 2: 60. 3: 90, 4: 120, 5: 150”

- There is a five second timer, so they have to move the puzzle in 5 seconds.

게임 요약

- 플레이어는 다람쥐를 조작해서 도토리를 찾은 후 아래로 떨어뜨려 모은다.

- 가끔 도토리가 아닌 아이템을 찾을 수도 있다. 이 아이템은 플레이어에게 좋은 역할을 한다.

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**Brief 2**

**Mechanic**: Pivoting

3 persons shooting.

1. Player in the top of the building and looking around city.

2. Player must snipe enemies and protect building.

3. Player must pass through their forces, don’t snipe them!

**Source**

Download the free source on Unity asset store

**Enemies**

red colour. Spawn between buildings and run fast towards the front door.

If the player shoots the enemy, the timer adds by +5secs.

**Forces**

Blue colour. Mixing with the enemies, they run towards the main gate.

If the player shoots the force, the timer drops by -5 sec.

**Door**

It has 10 defences, and when it touches the enemy, the trigger zone is activated. When the trigger zone is activated, the door defence is reduced by -1.

When all defences are exhausted, the game is over.

**Player**

Set the direction of the shell with the mouse. The shell rotates according to the direction in which the mouse rotates.

Prototype 4/Math

UI

* Blackboard: I have a problem that the player must solve.
* Heart: Shows the physical strength of the player.
* Distance: Replaces the functionality of the timer, and the player runs from the Start point to the End point.

Player

* Double jumps and jumps.
* No direction keys or mouse manipulations.
* If the player chooses the wrong answer, the player loses 1 stamina.

Enemy

* When the player's HP decreases by one, the distance from the player becomes closer.
* It doesn't have the ability to attack players.
* Platform
* The correct and incorrect answers are written on three platforms.
* Slowly approaching the player.
* The highest platform has to jump double jump, and the middle platform has to jump to get the answer right.

Timer

* The time limit is about 100 seconds
* After 50 seconds, the platform moves faster.
* After 50 seconds, the background gradually darkens.
* After 50 seconds, the difficulty of the problem gradually increases.