

# AMBRUS

## Developers:

Hédli Petra

Hédli Patrik Attila

Kiss Tamás

## Description:

The hero of our game is a famous Hungarian bank robber known as the Whiskey Robber. Usually he arrived at the locations of his robberies by car or by taxi and he escaped with them as well.

Now, everybody can try out what it was like to be in his shoes, since this game visualizes one of his escapes from the police.

After one successful robbery, he got into the car and hoped that he can escape and sneak into one of his safe zones. But whether he can make it, is up to the player.

You need to escape from the police with the help of a car. The policemen however open fire at you as they are chasing you, so not only do you need to drive and avoid the bullets, but you should shoot back to get rid of the police cars.

Your health bar goes down by 1 with every hit, but you have a possibility to gain them back – you only need to collect the whiskey bottles appearing along the way. (Let's suppose the Whiskey Robber had a friend as a driver, so he did not drink while driving...)

## Possible features:

If everything goes according to plan, we would like to insert a countdown, and after it runs out, and Ambrus still has lives, he escapes successfully.

Instead of one lane we plan to add more lanes where you can drive, and maybe road traffic and roadblocks on the way to make the escape a bit harder.

Also, as for other features, according to our plans the game will store the best time scores (how many seconds did it take you to escape?), or other measures (how many times did you press „shoot“?)

## Visuals:

The menu:

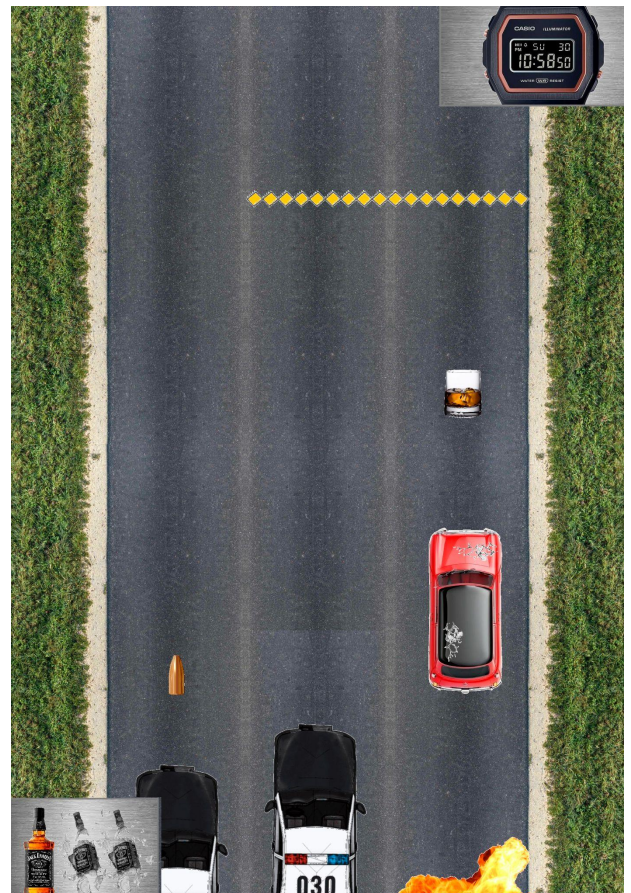


The game itself:

With full health



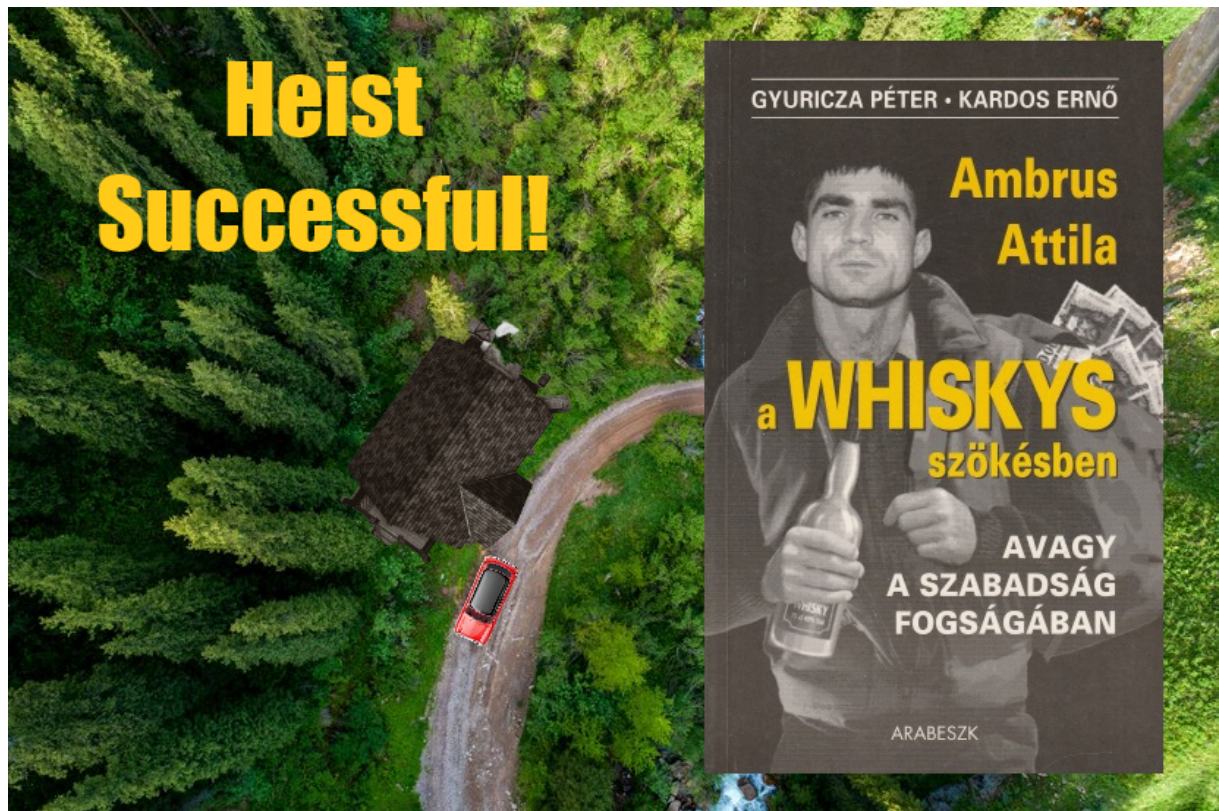
With missing health





Game endings:

When you escape:



When you get arrested:

