

AMBRUS

Developers:

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Description:

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

Now, everybody can try out how was it 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. 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 trying to stop 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 by every hit.

As for the score, you need to shoot as many as you can within a given time to stand on the scoreboard. If the timer is up and you still have lives, it means that you won and escaped successfully. If you run out of your lives, you lose and get caught by the police.

Possible features:

We would like to add roadblocks on the way to make the escape a bit harder. As for gaining back lives, there could be whisky shots along the way and if you collect them, you gain one life back.

Also, as for other feature, according to our plans the game will store the best scores.

To continue, we would like to establish a shop, where you can buy some tires to increase your speed and guns to have more shooting power.

If we have time, we would like to switch the picture of the red car as it gets more and more damaged.

Visuals:

Menu:



By typing your name, you will appear as the partner of Ambrus in the heist. You will drive, while he shoots.

You can move with the arrows to avoid roadblocks and avoid bullets from the police cars, and you can shoot with the space.

You only have limited time to complete the track – 90 seconds.

Game:

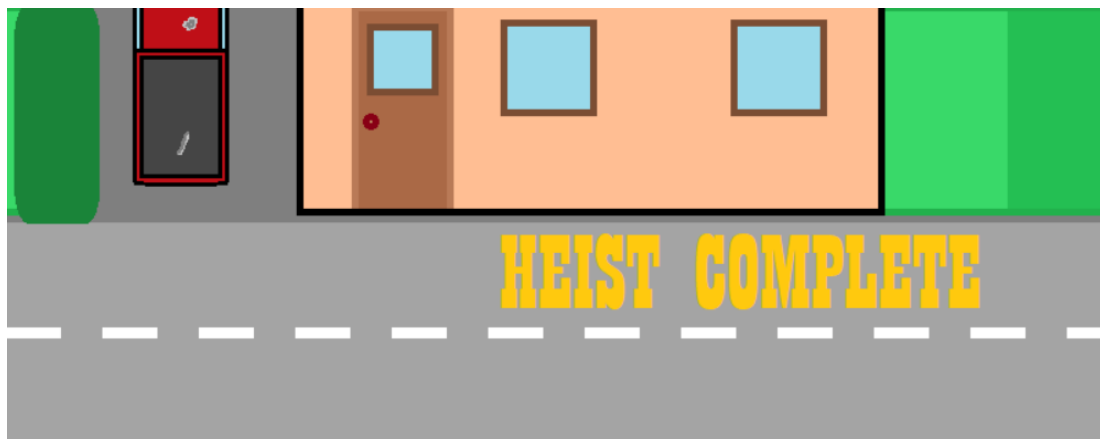


Scoreboard:

		aa: 8	
		aa: 7	
		Petra: 7	
		ee: 7	
		Petra: 6	
		aa: 5	
		e: 5	
		h: 5	
		h: 5	
		gg: 4	
		Petra: 4	

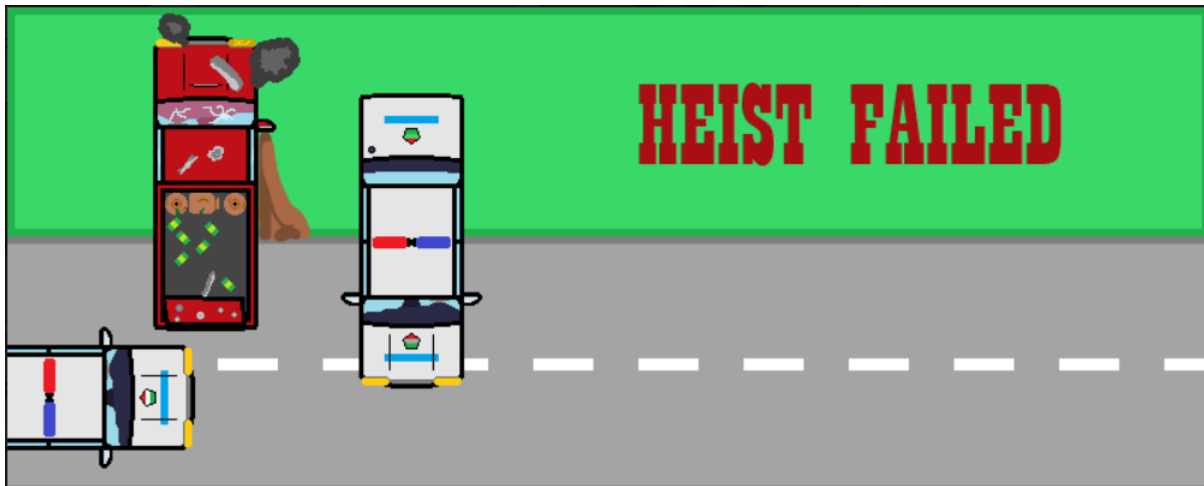
Game endings:

#1: You escaped



If you escape in time, you can keep your money you collected on the heist.

#2: You got caught

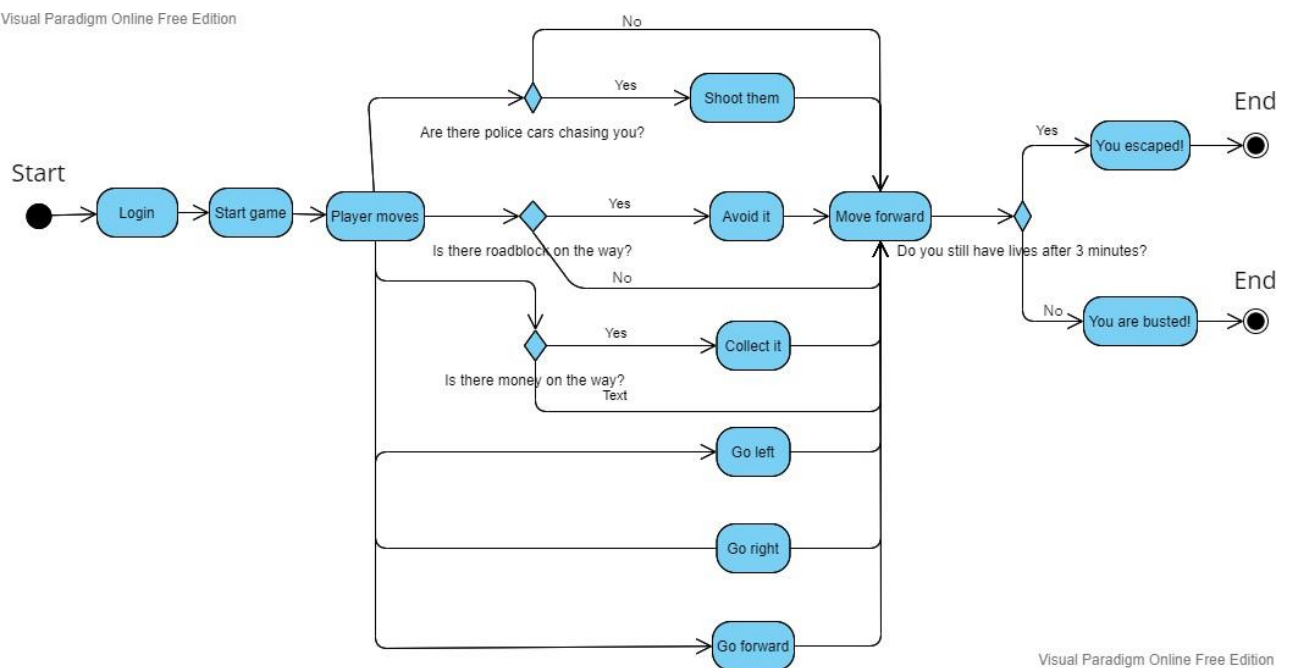


The policemen shoot you, so you have to give up yourself – and Ambrus as well!

UML diagrams:

#1: Activity diagram

Visual Paradigm Online Free Edition



Visual Paradigm Online Free Edition

#2 User case diagram:

