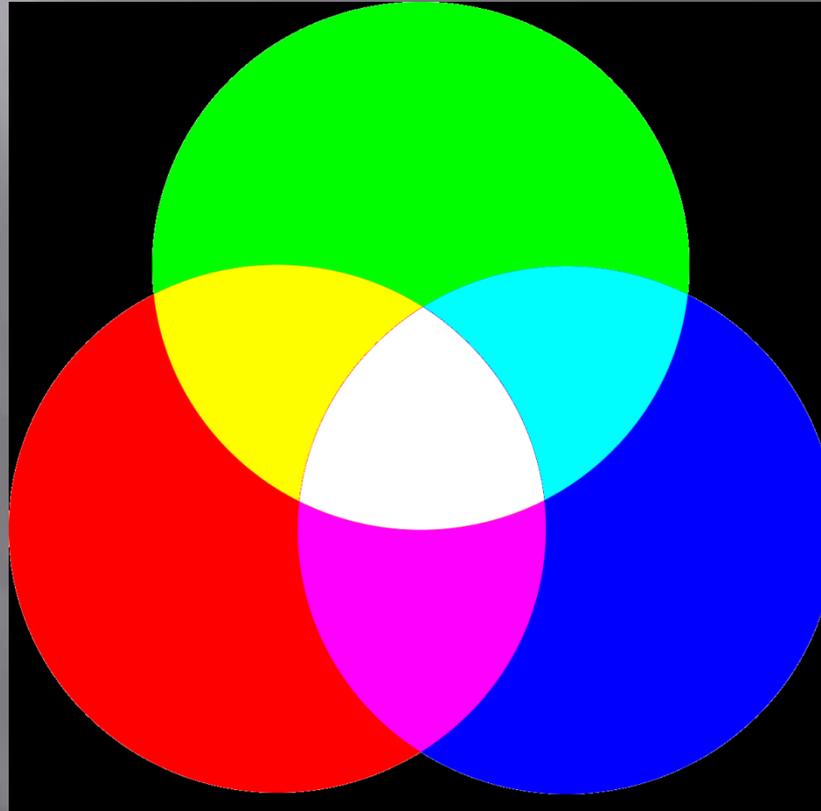


ELEMENTAL RUN

A 2D SIDE SCROLLING INFINITE RUNNER
PLATFORM: IOS/ANDROID



Matt Nemiah Inc.

Get in your element.

Synopsis

- ▣ Go on a journey to steal the ultimate trinket
- ▣ Lose your fairy powers but free the elemental wisps trapped inside
- ▣ Escape the wrath of Big Bertha

USP's

- ▣ Focus on cooperation/teamwork
- ▣ Control the elements!



Characters

- ▣ Elemental wisps – To help Jace escape Big Bertha
- ▣ Protagonist Water Jace– To obtain the treasure and escape with it
- ▣ Players establishes rapport with the protagonist as the wisps



Game Purpose

- ▣ Emphasis on teamwork
 - “team dynamic”
 - Pressure to do well



Mechanics

- ▣ Air, Fire, Water, Earth
- ▣ Each element interacts differently with Jace and the environment/obstacles
- ▣ Each element controls a different element of gameplay

Mechanics

- ▣ Air
 - Affects Jace's movement
- ▣ Fire
 - Destroys obstacles and initiates checkpoints
- ▣ Water
 - Slows enemies and cleanses objects
- ▣ Earth
 - Protects Jace from projectiles & can throw a shield to hit levers and collect items

Game Controls

- ▣ Each player controls one element
- ▣ Touch Controls – interact with Jace through taps and swipes on the screen
- ▣ Each element has a swipe and touch ability
- ▣ Punch Quest
 - <https://www.youtube.com/watch?v=3FoBHJTlQA0>

Game Buisness

- ▣ A 2D Sidescroller runner game
- ▣ Free with in app purchases - skins
- ▣ Platforms
 - IOS
 - Ipad
 - Android



Game Flow

- ▣ Menu start -> game start (single or multiplayer)/ leaderboards
- ▣ Begin game -> work together to avoid enemies and obstacles for as long as possible
- ▣ End game -> Hit an obstacle or everyone runs out of draws - Jace gets recaptured. Can choose to restart or go back to main menu