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Banana Swing

Feed bananas to the monkeys and win

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*Please note you might be asked to adjust Unity and Xcode version through publishing stages

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The Game in a Nutshell

The Basics
The player starts with a huge number of monkeys and he needs to go through the negative walls to decrease their population so that there is sufficient number of bananas for each monkey to survive. This is the inverse mechanic of the games involving maths trending these days.

Sub Genre
Math / Action

Mechanic
Swerve

Controls
Touch / Swerve

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Difficulty and Progress

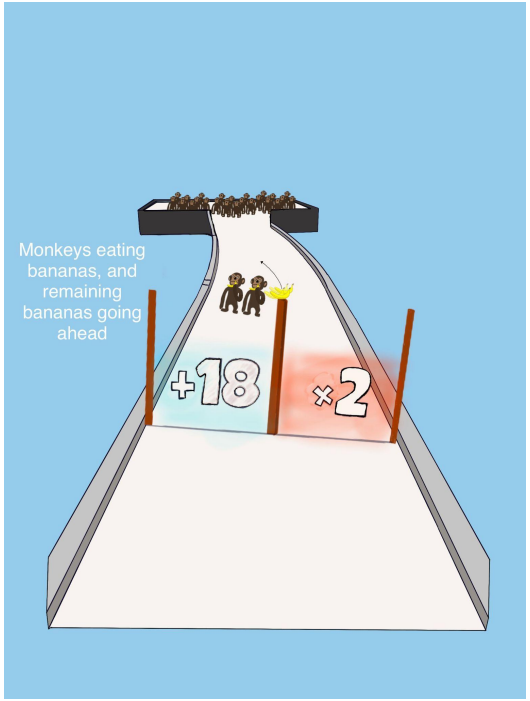
How do I progress at this game?

- The number of monkeys in the start of the level will increase as the game progresses.
- Bigger monkeys in the later levels (who will need more bananas to run away) like gorillas, apes etc. For example, an ape would need 2 bananas and a gorilla would need 5.

Lose Conditions

- If you run out of bananas

The Video Ad

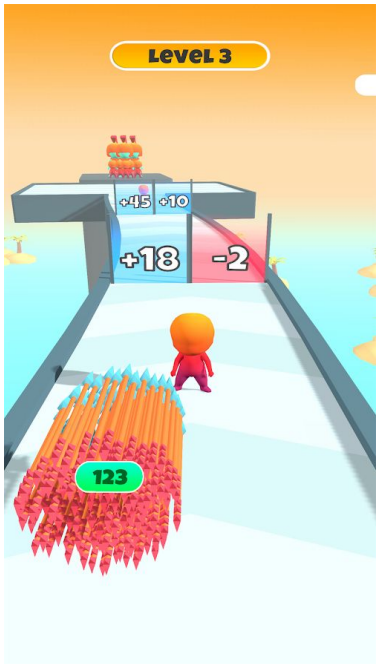


What are we going to see in the ad?

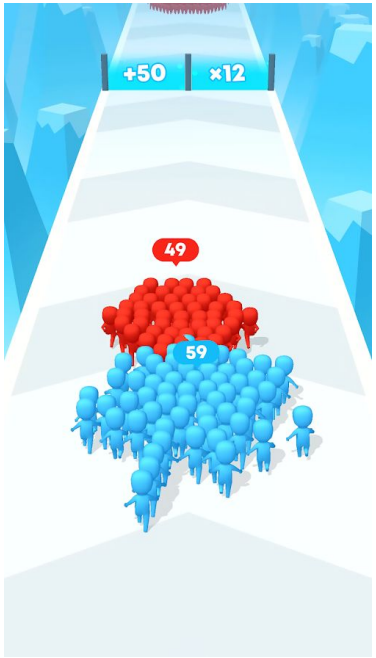
- A clip where a level starts with hundreds of monkeys and they get reduced to only a few monkeys after passing through a negative wall and then they rush and eat the bananas. In the end we're left with one monkey who eats the final banana and the level ends by the player being rewarded.
- We begin with lots of monkeys and by mistake pass through the positive wall and only one banana remains for them to eat and they die eventually losing the game.

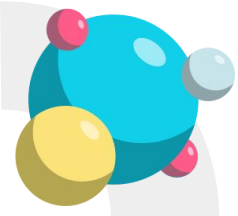
References or Art Mockup

Arrow Fest



Count Masters





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QUESTIONS?

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