

aniket.r@iitgn.ac.in

Color My Bullet

A runner/shooter where you switch colours to slay the enemies!

Submitted by <Aniket Rajnish / Makra>

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

The Game in a Nutshell

The Basics

A runner+shooter where different gates (walls) switch the colour of your bullets (eg -If the bullet passes through yellow wall it will turn yellow). Enemies/Obstacles of a particular color can only be defeated by the bullets of that color. (eg-The obstacles and enemies can Red obstacles and enemies can only be killed/ broken by the red bullets.)

Sub Genre

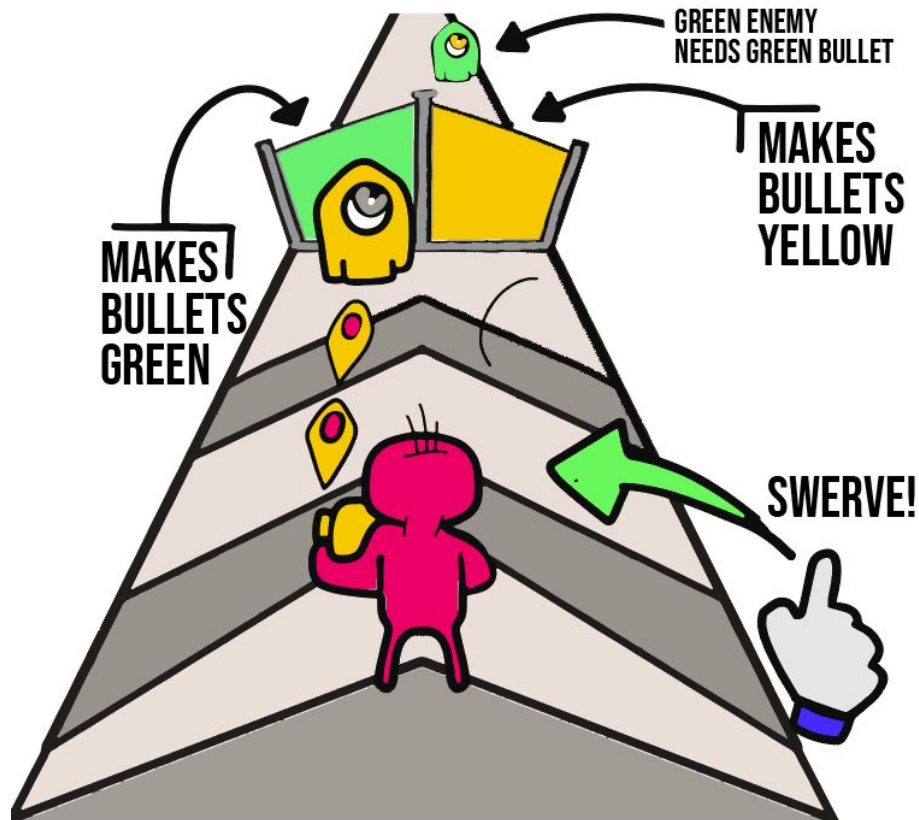
Puzzle/ Runner

Mechanic

Color switch

Controls

Touch / Swerve



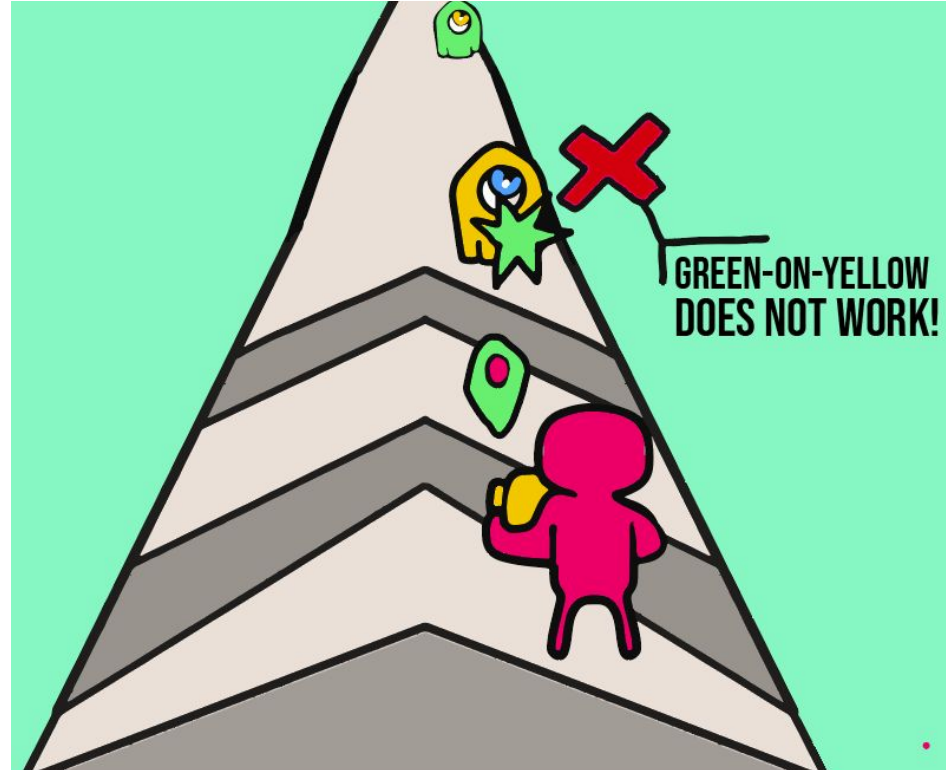
Difficulty and Progress

How do I progress at this game?

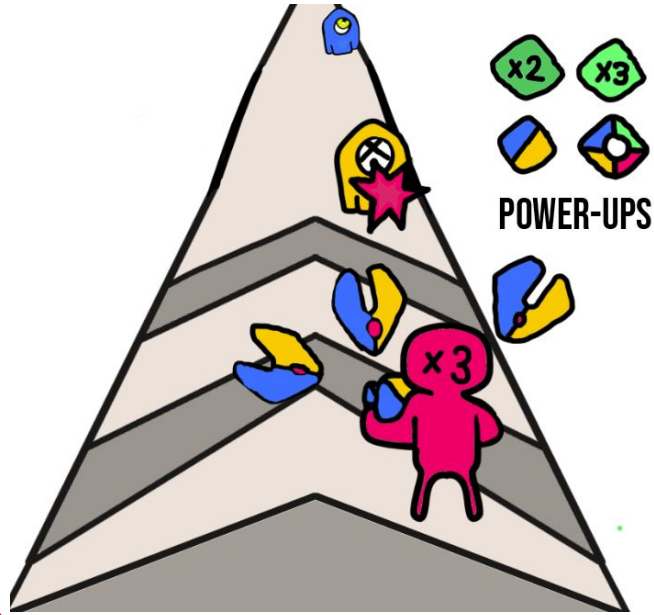
- Walls with multiple options for colors appear in later levels
- Multi colored Enemies that need to be shot by multiple colors appear at later levels.
- We get better guns (from pistol to automatic rifles).
- Power ups and multipliers appear in the later levels.

Lose Conditions

- Not being able to clear the obstacles / enemies



The Video Ad



What are we going to see in the ad?

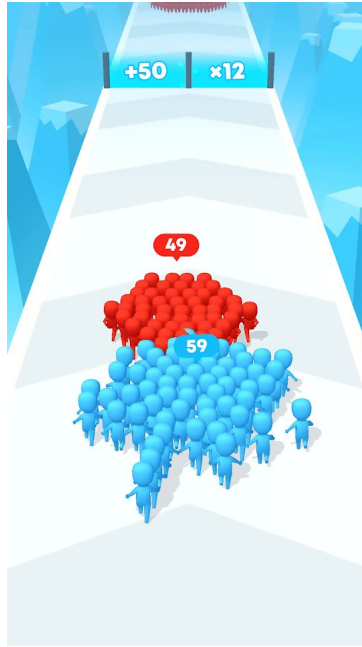
- A pro vs. noob clip where pro makes the perfect selections and goes on clearing mobs of enemies getting power ups (better guns) at the same time and the noob shoots enemies with wrong colors and ends of constantly losing.
- A noob clip where the player first hits a red enemy with a red bullet and kills it but then hits a blue enemy and crashes into him, dying. Then a pop-up asks you to play the game.

References or Art Mockup

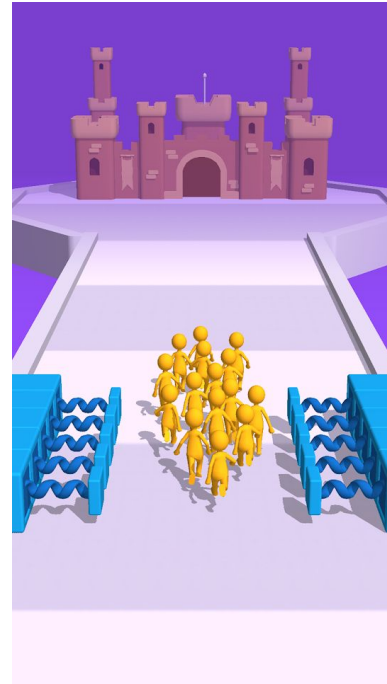
Time Master



Count Masters



Join Clash 3d





THANK YOU
QUESTIONS?