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Deck Deck Go

Stack as many decks as you can in your bus by passing through the best gates!

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

The Game in a Nutshell

The Basics

You start from a single decker bus. Gates with certain mathematical operations will be present. Depending upon the particular operations the number of decks on the bus will increase or decrease : for eg. $\times 3$ or $\div 2$.

You need to maximise the number of decks before the level ends. People come out of the decks we stack up till the end and stack up on each other. More people = more rewards!

Sub Genre

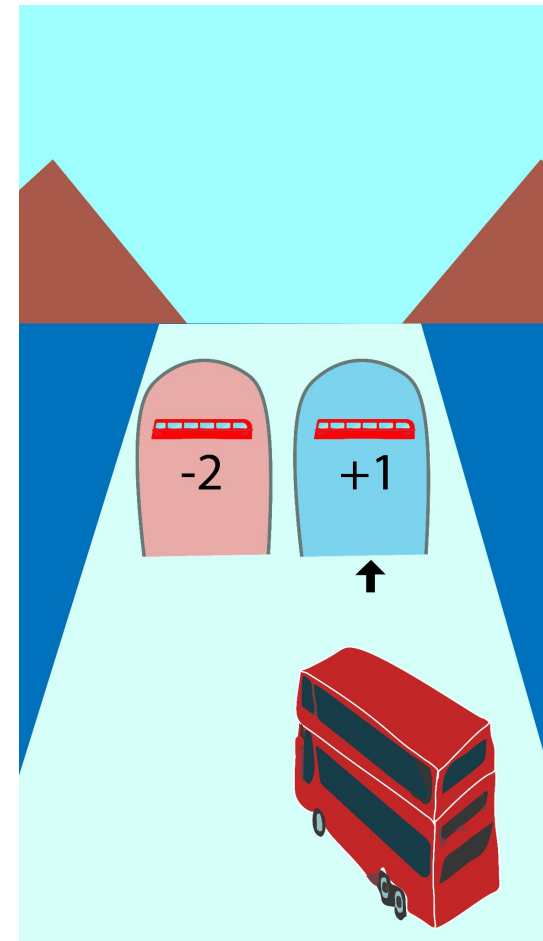
Runner / Math

Mechanic

Swerving

Controls

Swerve



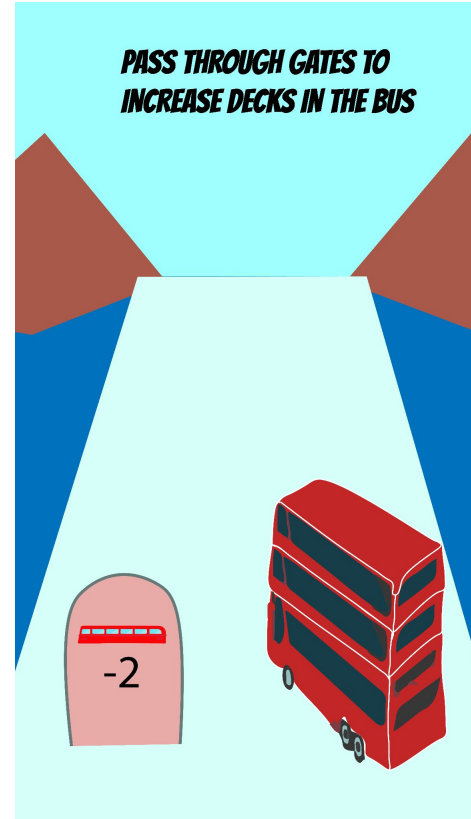
Difficulty and Progress

How do I progress at this game?

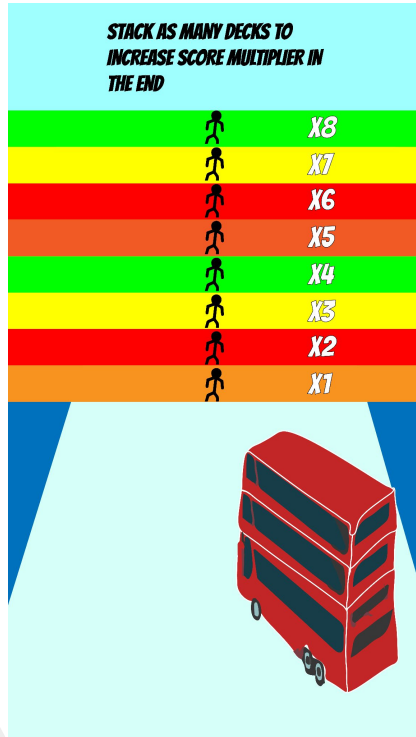
- Different vehicles like an ambulance show up later levels.
- Different types of decks can be introduced in the game such as: a deck that disappears after a certain amount of time, a deck that merges some decks, etc.

Lose Conditions

- If we run out of decks or number of decks become less than a certain required number.



The Video Ad



What are we going to see in the ad?

- A clip where the player passes through some bonus gates that adds some better type of deck and achieves a perfect combo; reaches the end. The people stack up and we get the “New High-Score achieved” screen. A pop up appears asking “Can you beat this score?”

References or Art Mockup

Commuters



Overloaded
Passengers



A collection of colorful, 3D-rendered spheres in various sizes and colors (red, grey, yellow, blue) scattered across the top of the text.

THANK YOU
QUESTIONS?