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# Freeze n' Breeze

Platformer with time freezing mechanic!

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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

The game is a runner-platformer with time control mechanics. Player controls a 3d stickman and needs to touch and hold the screen to freeze the obstacles & enemies (stickman with weapons) to clear the path and finish the level. This freezing is controlled by the freeze meter, which gets depleted as we freeze the level and can be refilled by collecting items along the way.

## Sub Genre

Time control/ puzzle/ platform

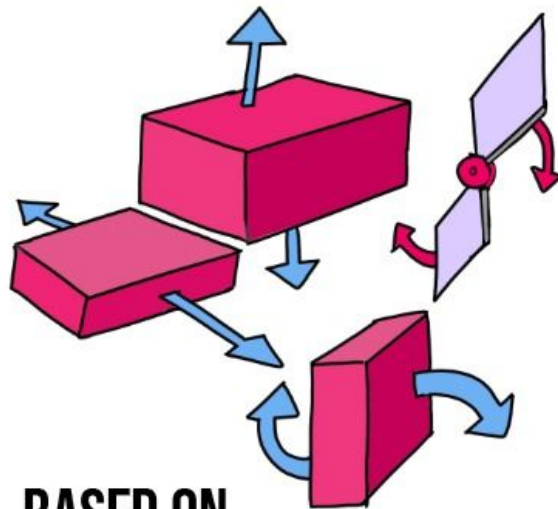
## Mechanic

Time control

## Controls

Touch / Swerve

**TRAPS THAT CAN BE FROZEN.**



**BASED ON  
TRANSLATION & ROTATION**



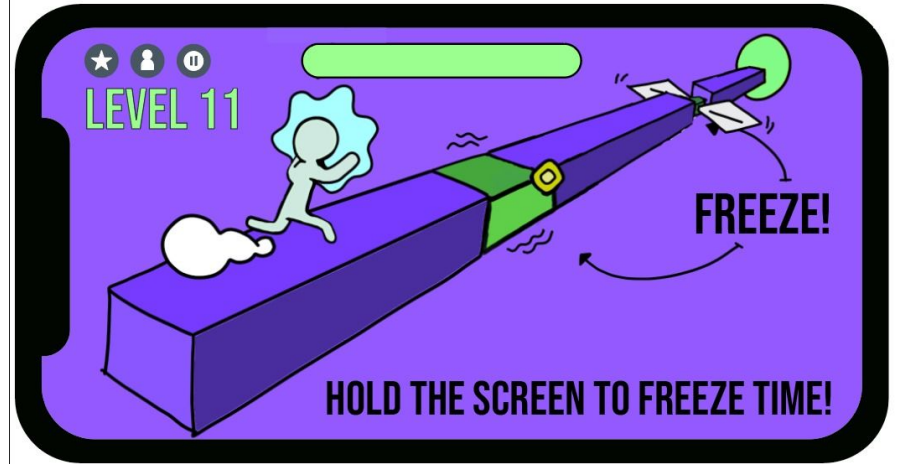
# Difficulty and Progress

## How do I progress at this game?

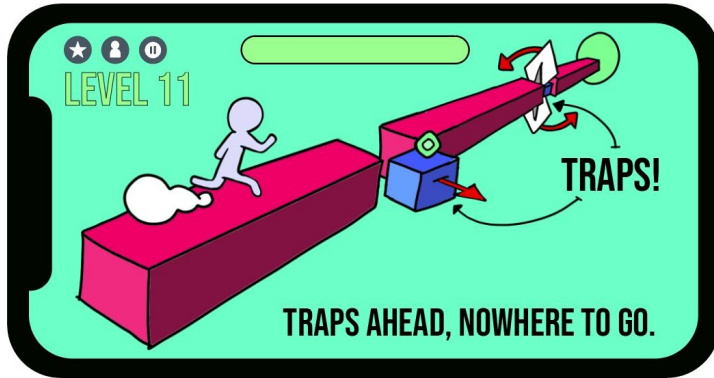
- Levels become more complex by introducing newer obstacles like bigger traps along with enemies having better guns (like automatic rifles).
- The slow mo meter gets upgraded

## 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 one player continuously loses the game by crashing through the obstacles while other player flawlessly clears the level by freezing the time perfectly.



# References or Art Mockup

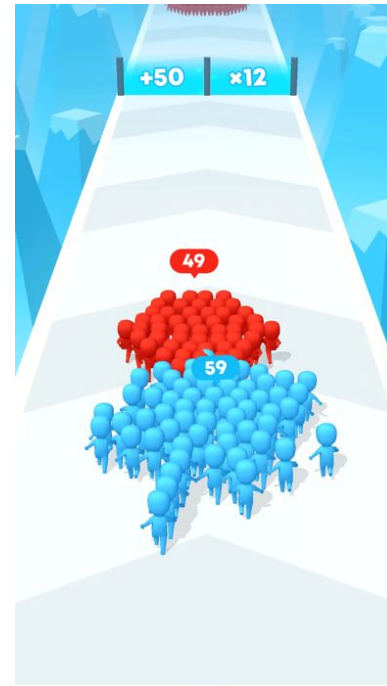
Time Master



Atm Rush



Count Masters: Crowd Runner 3D





**THANK YOU**  
**QUESTIONS?**