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Human Cannon 3D

Shoot ragdolls through multiple islands and make them reach their final destination!

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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

Lots of ragdolls spawn on an island and the player has to adjust the angle and the force and shoot the ragdolls at the next island using a canon. The player needs to set the angle of the projectile such that most of the ragdolls make it to the next island. The player needs to repeat this process for multiple islands till the ragdolls reach the final island. The remaining ragdolls combine with each other and form a big human that undergoes boss fight with other big human who is already there!
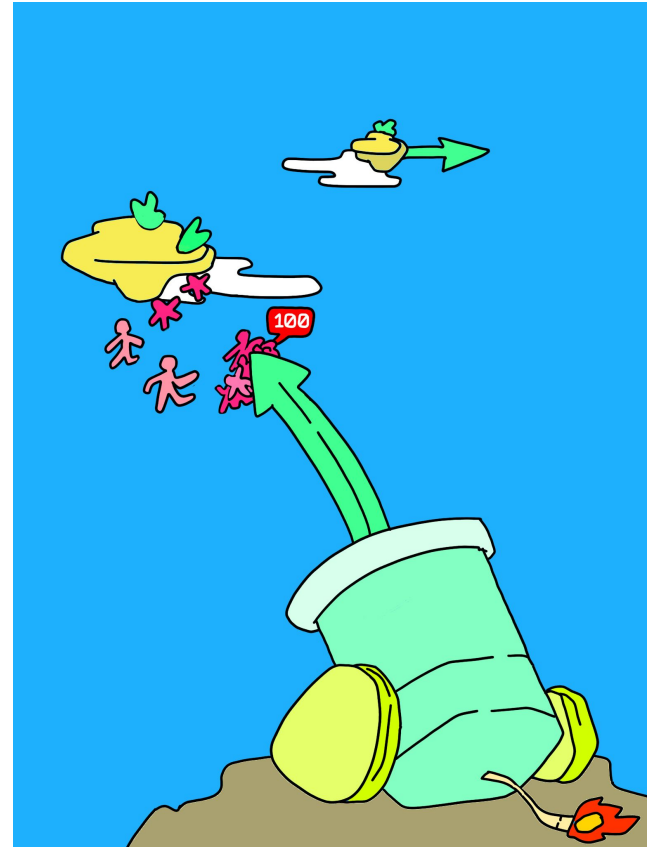
Sub Genre
Action/Puzzle
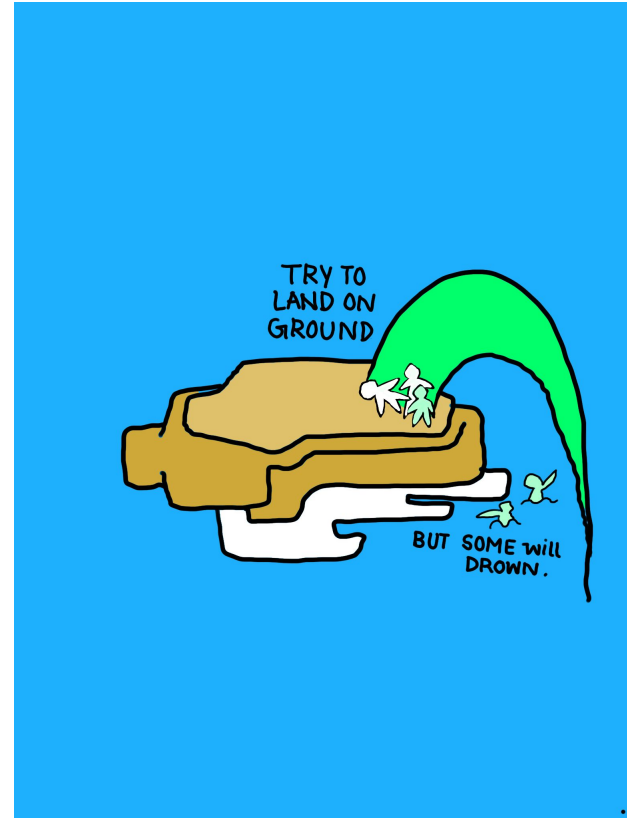
Mechanic
Projectile

Controls
Touch / Swipe

Difficulty and Progress
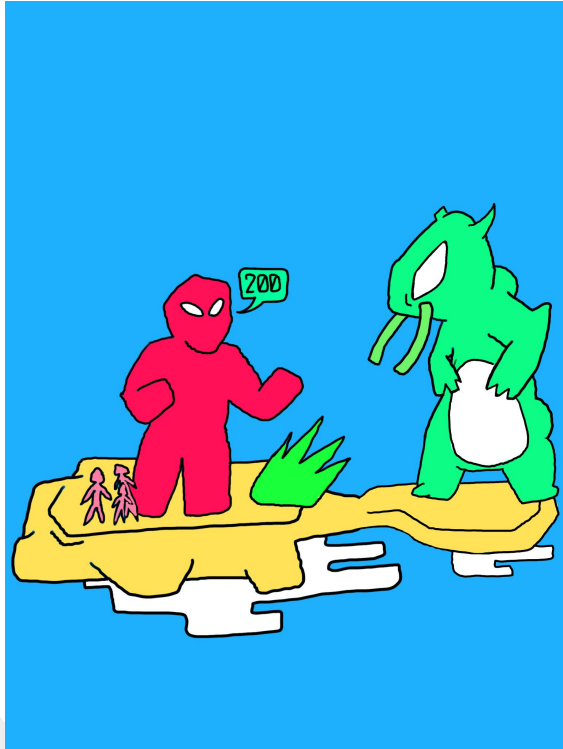
How do I progress at this game?

- The level becomes more complex as we progress. Eg- moving islands.

- Obstacles & multipliers spawn mid air as we progress

- New skins for player and upgrades in cannon after some amount of plays/tries. Upgrades can include having a powerful canon that can shoot the ragdolls across multiple islands or a canon that spreads the ragdolls less.

Lose Conditions
- Sufficient number of ragdolls don't reach the other end to defeat the boss!
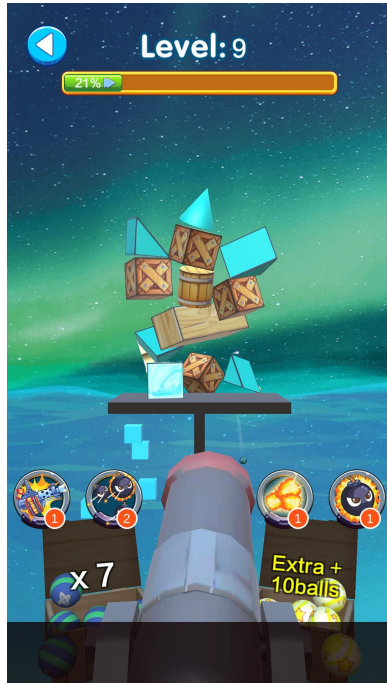
The Video Ad

What are we going to see in the ad?

- A fast paced clip where the ragdolls parkour across multiple islands while collecting multipliers at the same time and finally going for the boss fight and winning it!

- A noob clip where the ragdolls land on the first island but all of them hit the water, drown and die when launched from the second island. Then a pop-up asks you to play the game.
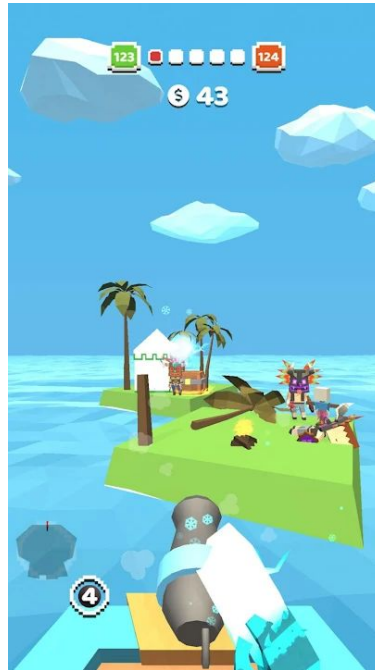
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References or Art Mockup

Super Crush Cannon

Mr Cannon

Cannon It!

THANK YOU

QUESTIONS?

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