aniket.r@iitgn.ac.in

Shoot The Numbers

Shoot the right numbers to win!

Submitted by <Aniket Rajnish / Makra>

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

CrazyLabs

The Game in a Nutshell

The Basics

A person will shoot with both hands 360° around him. Enemies will come from all sides to kill him (like zombies). A wall with arithmetic operations will rotate around the player every time, The number of bullets will depend upon the wall that the bullet passes through.
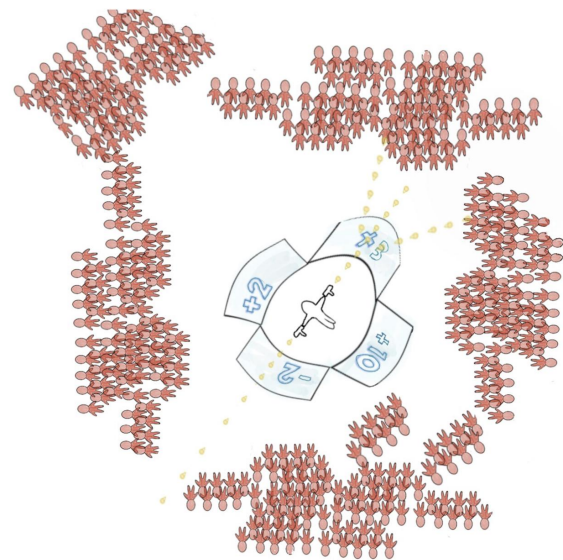
Sub Genre

Shooting / Action / Math

Mechanic

Collecting / Shooting / Running

Controls

Swipe to move the character

Bullets being multiplied by 3 and being subtracted by 2
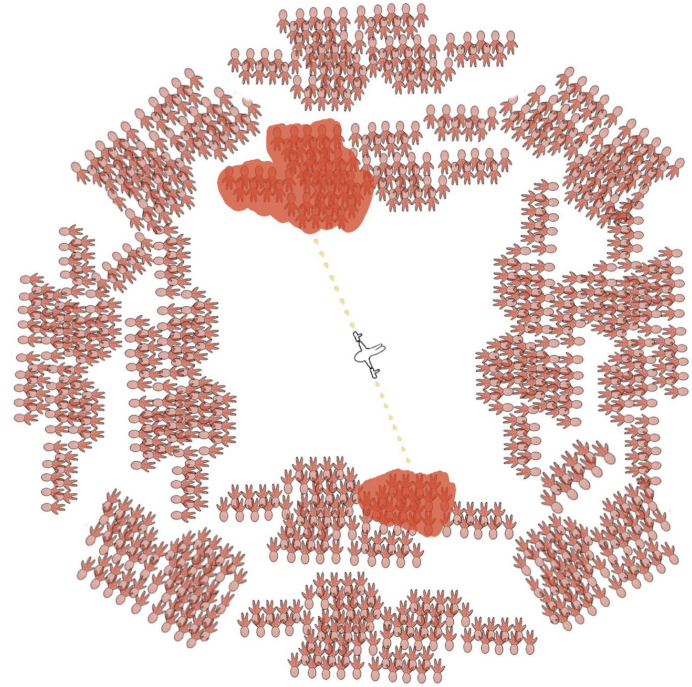
CrazyLabs

Difficulty and Progress

How do I progress at this game?

- More and stronger enemies as we progress

- Bigger levels

- Better Guns

- More complex maths as we progress
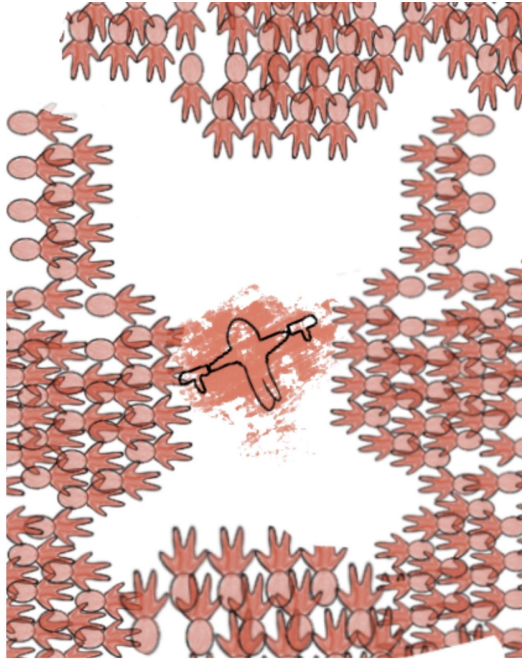
Lose Conditions
Too many enemies in our proximity
will lead to death.

Enemies being killed by bullets

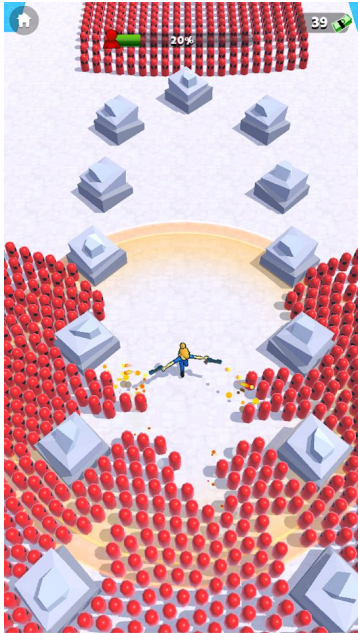# The Video Ad

Player killed by Enemies

What are we going to see in the ad?

- Gameplay footage of a level starting from an interesting event like lots of enemies being killed after getting hit by the bullets and the player does a badass move to declare victory.
- A pro vs noob clip where one player is killing the enemies flawlessly by shooting the correct numbers and the other one is dying after choosing the wrong numbers.
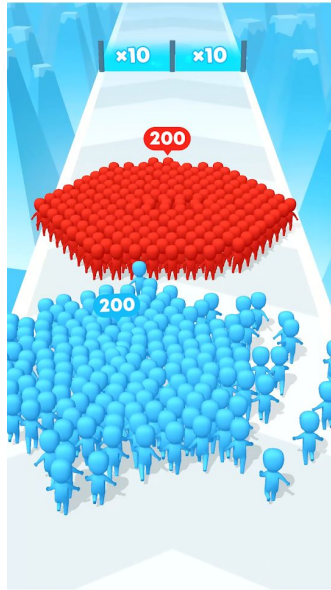
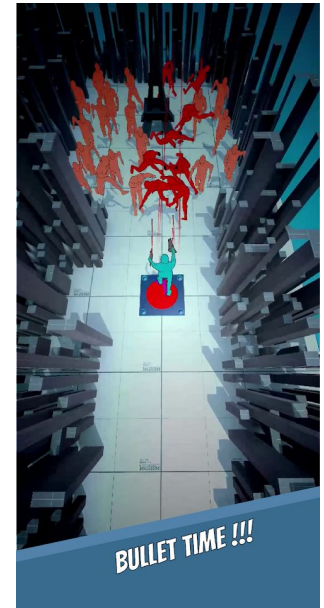# References or Art Mockup

Bullet Rush

Count Masters

Arrow Fest

Crowd Shooter 3D

THANK YOU

QUESTIONS?