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Stop the roaches!

Stop the cockroaches from stealing your food!

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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

The game has similar mechanic to that of Pokemon Ranger wherein you need to stop the cockroaches (and other insects) from reaching the centre. We can use different mechanics like drawing circles with our chalk around the cockroaches or spraying over them to stop them.
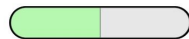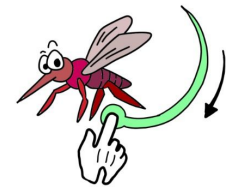
Sub Genre

Puzzle / Logic / Drawing

Mechanic

Drawing

Controls

Touch / Swipe

Draw loops to trap critters.

Complete the loops to kill the critters.

Careful!
Your loop can only be so long.

Each successful loop replenishes your loop-meter!
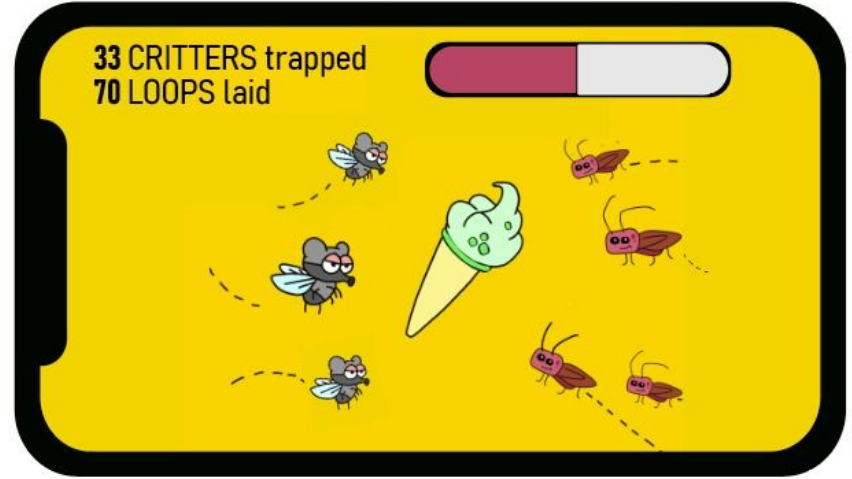
11 LOOPS laid!

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Difficulty and Progress
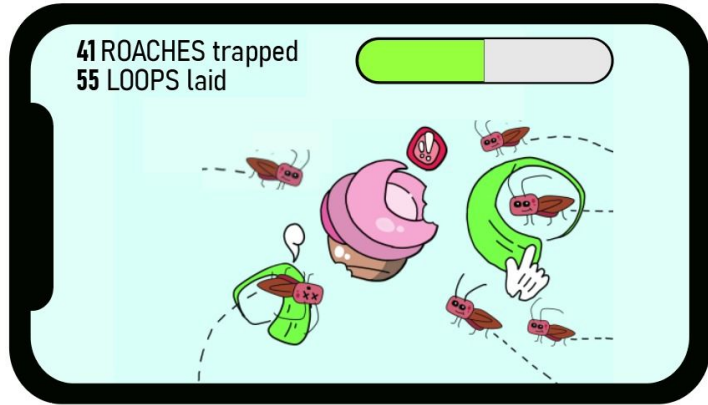
How do I progress at this game?

- More powerful insects and better equipments will be available as we proceed.

Lose Conditions

- If the insects reach the center of the screen.

The Video Ad

41 ROACHES trapped
55 LOOPS laid

What are we going to see in the ad?

- A pro vs noob clip where one player continuously loses the game as the he's not able to draw properly over the insects whereas other player flawlessly beats the insects and wins the game.

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References or Art Mockup

Hexapod ant smasher

Insect Smasher

Pokemon Ranger

THANK YOU

QUESTIONS?