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Take Off

Dodge the cops and board the crowd on the plane with your overwhelming leadership!

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

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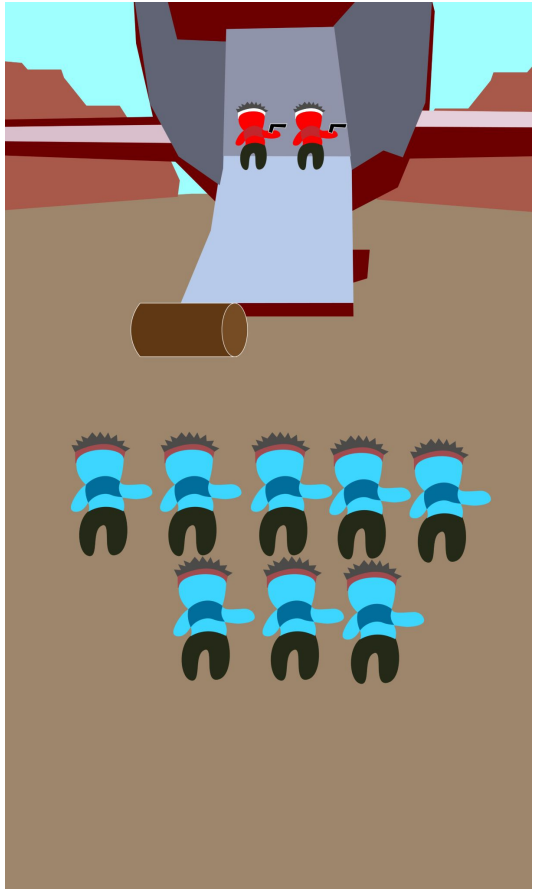
The Game in a Nutshell

The Basics

A crowd of people is trying to catch the plane by taking the airstairs at the back. Security police tries to stop the crowd from taking the plane by using obstacles like boxes and weapons.
Crowd can pass through algebraic units which can increase or decrease the crowd amount. Control the crowd so that maximum number can reach the plane.



Sub Genre

Math / Runner

Mechanic

Crowd Growth

Controls

Swerve

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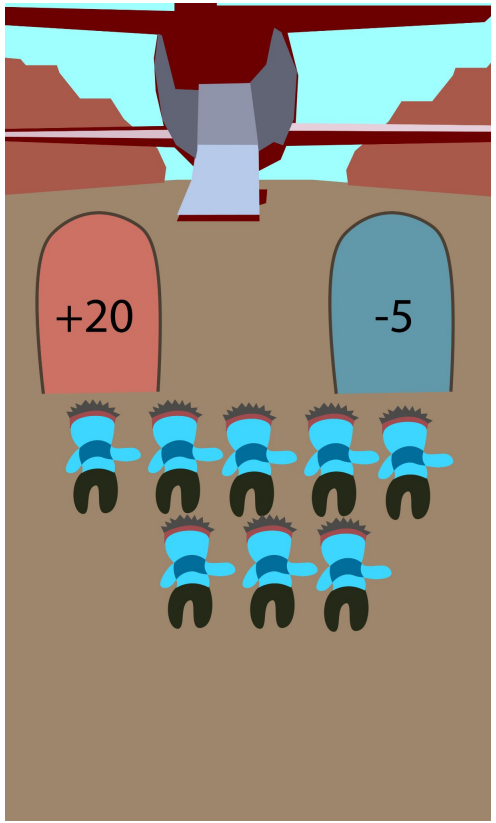
Difficulty and Progress

How do I progress at this game?

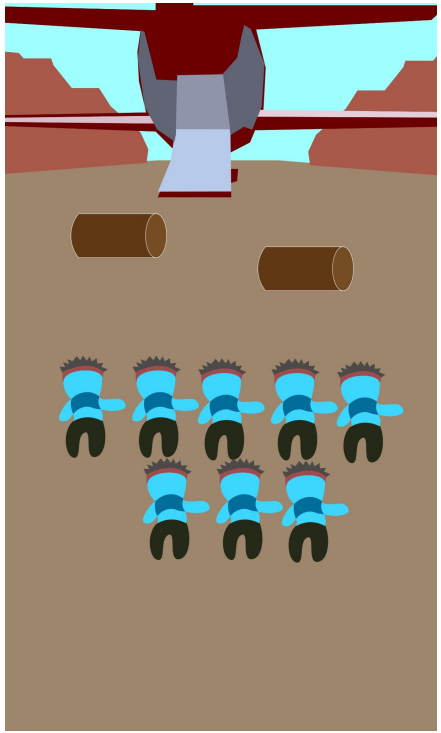
- As the game progresses, new obstacles like grenade, land mine and cannon are introduced to give more damage.
- Power-ups are placed to enhance the abilities of crowd. By using a power-up the outer layer of crowd yields a shield and stability which protects the crowd from damage.



Lose Conditions

- Crowd reduces to zero / sufficient people don't reach the plane.

The Video Ad



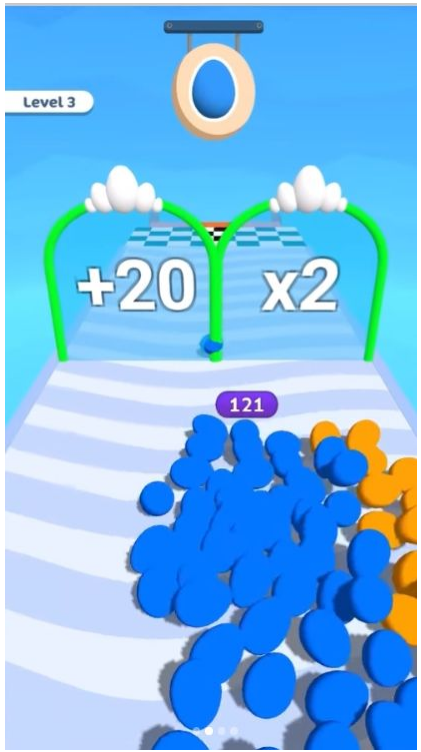
What are we going to see in the ad?

- “Only 1% can board on the plane” type clip where you have to enter the plane but the crowd in ad cannot get there, so the player is prompted to have a try.
- A pro vs. noob clip where pro dodges the obstacles and wins. Noob takes damage from obstacles while choosing wrong gate resulting to loss.

References or Art Mockup

Grand Theft Plane

Egg Rush



Crowd City

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QUESTIONS?

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