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# Boss Fight

Help your boss fight!

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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

Your boss is in fight with his opponent. You control a player that is running and collecting items (like health, weapons, power ups etc.) to help the boss fight. The items we collect are transferred to the boss and he uses them while fighting. Obstacles that damage our boss are also present in the level and we need to avoid them while running. The end goal is to collect as many good items as possible and help our boss win.

## Sub Genre

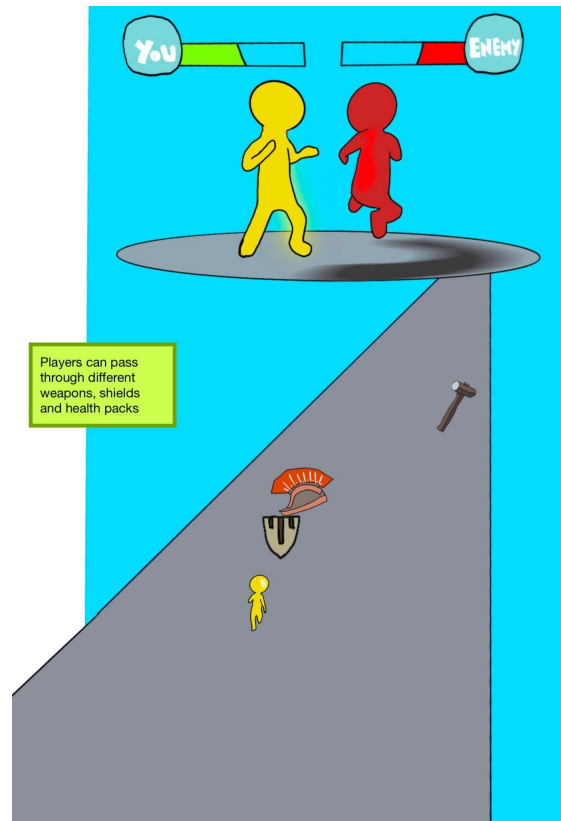
Action/Runner

## Mechanic

Swerve

## Controls

Swerve



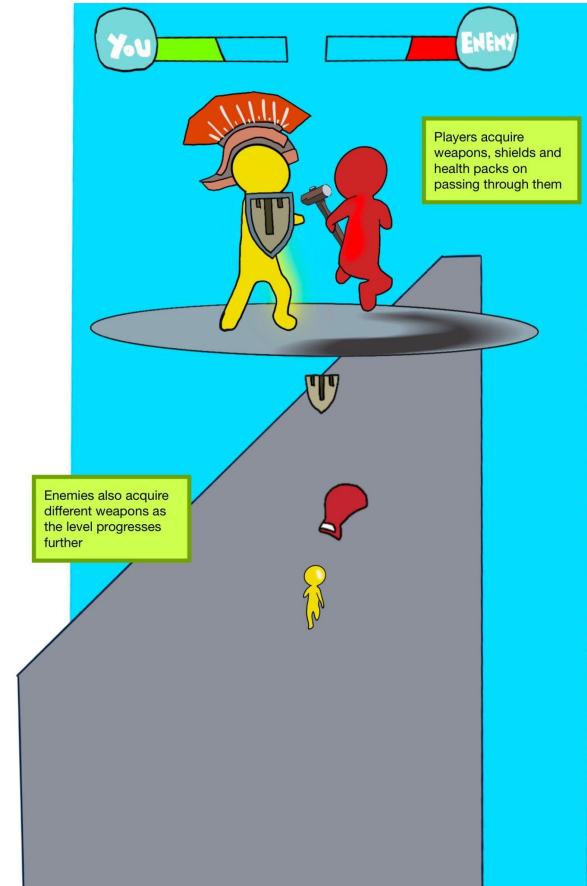
# Difficulty and Progress

## How do I progress at this game?

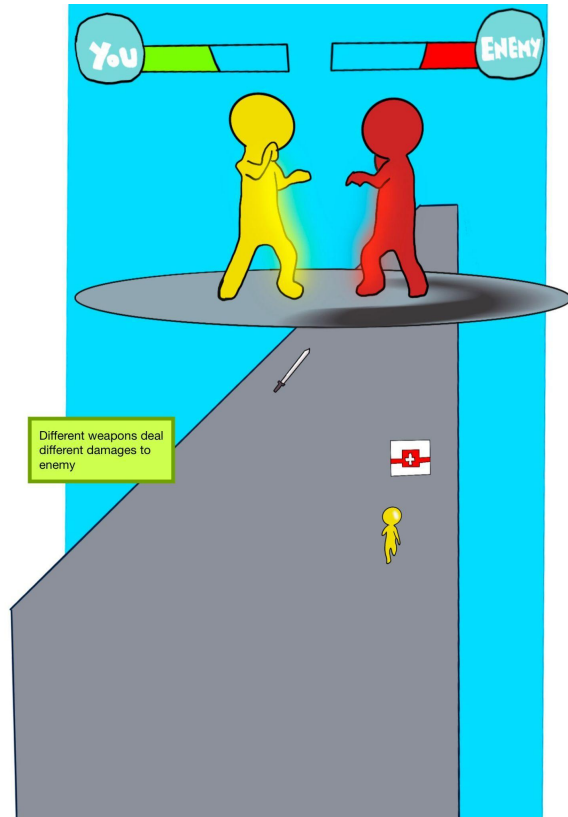
- The boss gets upgraded to something like the hulk or godzilla and various other trending characters.
- Various new weapons and powerups gets spawned like missile launcher, converting our boss into a powerful beast like a dragon etc.

## Lose Conditions

- If we don't choose the better weapon than enemy we lose the fight and we lose the game



# The Video Ad



## What are we going to see in the ad?

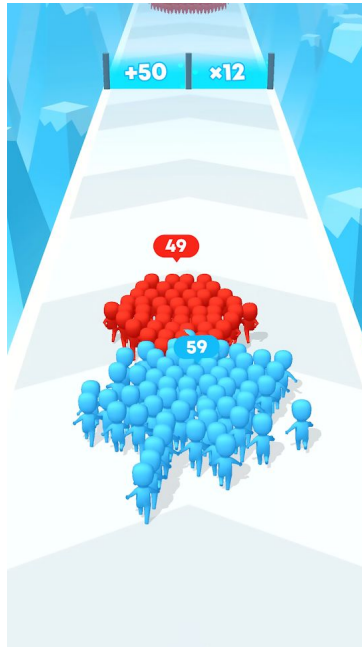
- A clip where the player converts his boss from a stickman to a beast with dual wielded shotguns and defeats the opponent like a boss and performs a victory dance!

# References or Art Mockup

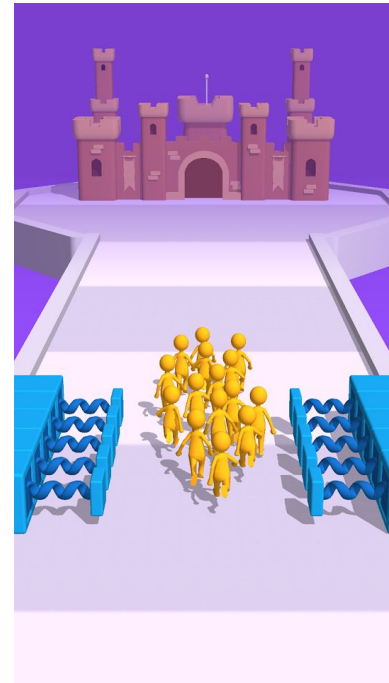
Time Master



Count Masters



Join Clash 3d





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