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Bullet Dodge

Adjust the joints to dodge the bullets other items thrown at you like a scene out of the Matrix!

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

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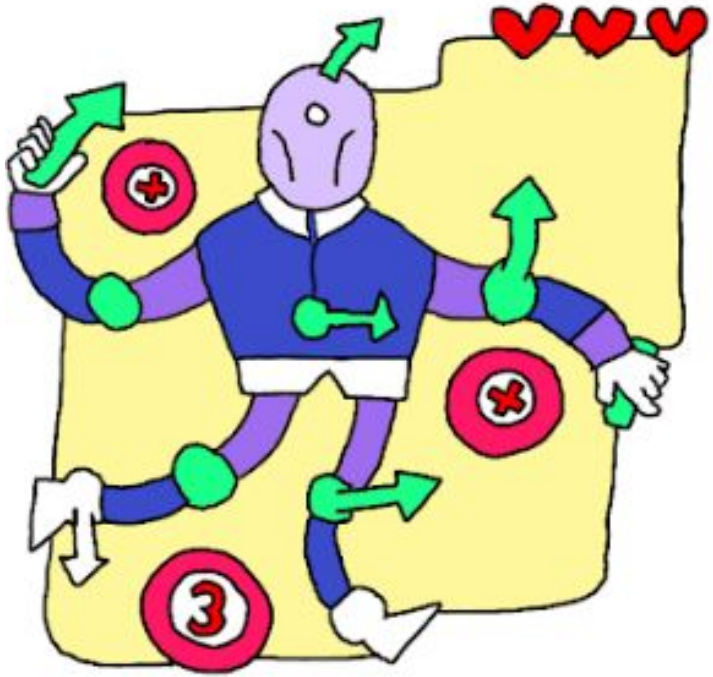
The Game in a Nutshell

The Basics

A puzzler where you control the character's **joints.** You're stuck on a dart board and bullets and other obstacles are incoming at you, you have to move the joints with your fingers to make sure none of them ever hit you.



Sub Genre

Action / Dodging

Mechanic

Timing

Controls

Touch / Drag

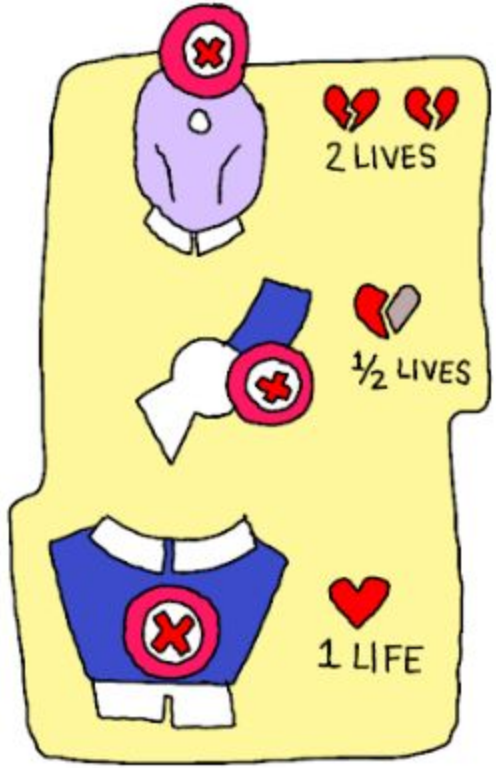
Difficulty and Progress

How do I progress at this game?

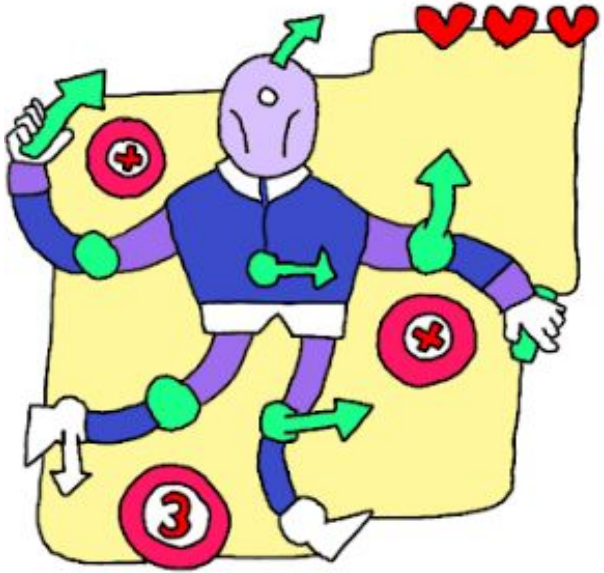
- You will find power-ups along the way that will help you to go further by adjusting a few joints automatically, destroying the obstacles that are coming, freezing time etc.
- Different characters with different abilities get unlocked, with complex anatomy like three arms or four legs, or it's Doctor Octopus, and it's Spider-Man shooting the webs at him.

Lose Conditions

- Being hit too many times by the bullets.



The Video Ad

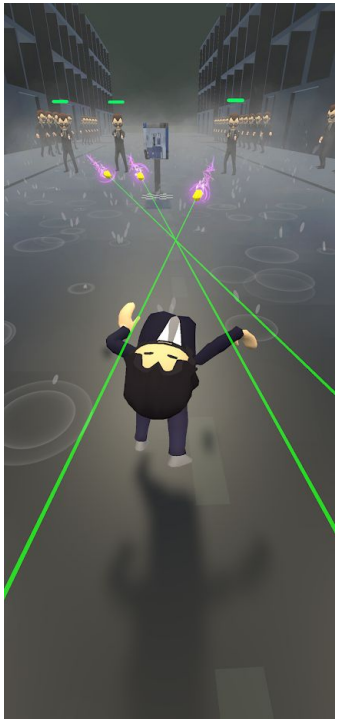


What are we going to see in the ad?

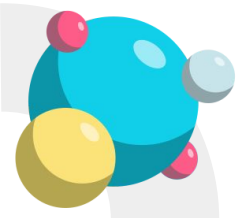
- A super-fast pro playing the game, he moves the joints so perfectly it seems like the character moves on its own. We can use a Doctor Octopus like model so we can tap into the Spider-Man hype.
  Then we say that the watcher can control it that perfectly too - like Neo from the Matrix.

References or Art Mockup

Dodge Master



Run n Gun



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QUESTIONS?

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