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Crowd Balancer

Another crowd control game but with a twist

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

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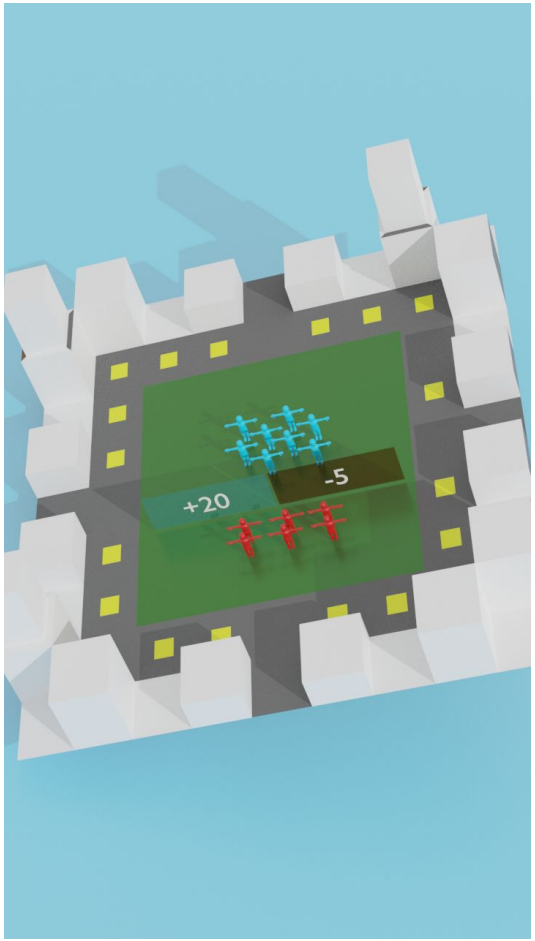
The Game in a Nutshell

The Basics
The player has to swerve & tilt the level to move the ragdoll like humans. Mathematical units will spawn randomly on the level and player needs to tilt the levels such that the blue crowd dominates over the red crowd (more number of blue people than red would lead to victory like crowd city).

Sub Genre
Puzzle/ Logic

Mechanic
Swerve to tilt the screen

Controls
Touch / Swerve



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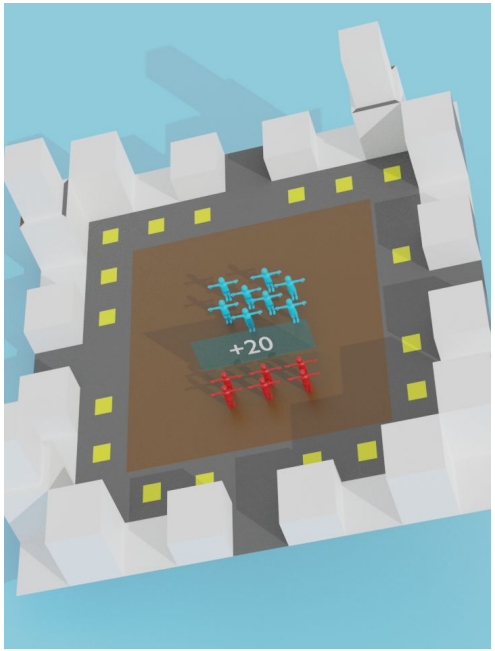
Difficulty and Progress

How do I progress at this game?

- Bigger crowds as we proceed.
- More groups of crowds as we proceed.
- More complex calculations as we proceed.



Lose Conditions

- If red crowd dominates over the blue crowd.

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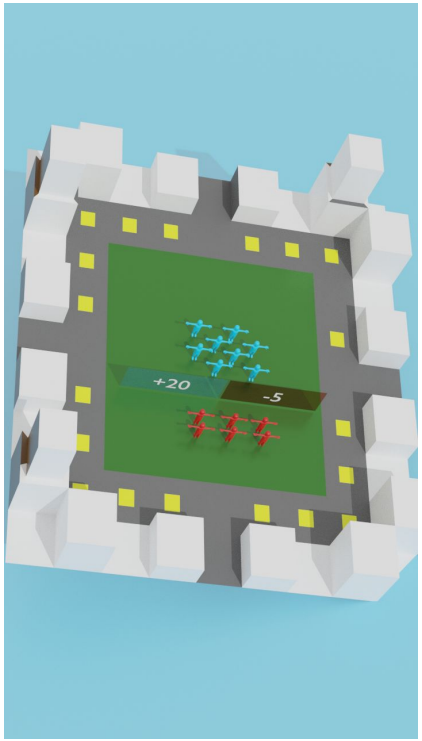
The Video Ad



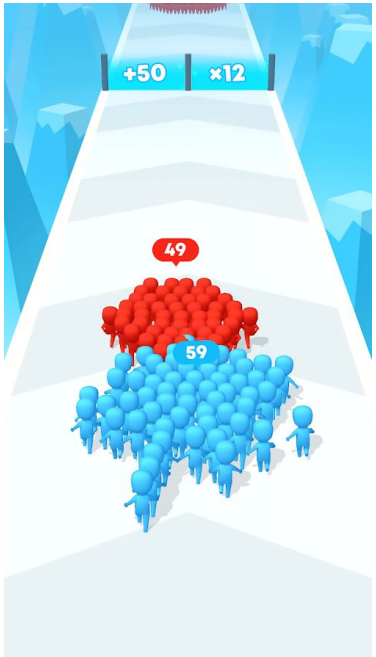
What are we going to see in the ad?

- A clip that starts with hundreds of red people and a few blue people but the player tilts the screen such that the red crowd goes through the negative wall and their number gets decreased whereas the blue crowd goes through the positive wall and they get multiplied and end up dominating over the red crowd
- A pro vs noob clip where one player continuously loses the game after getting dominated by the red crowd whereas one player easily defeats them.
- A fail clip where the player loses from the red team after getting through the negative walls

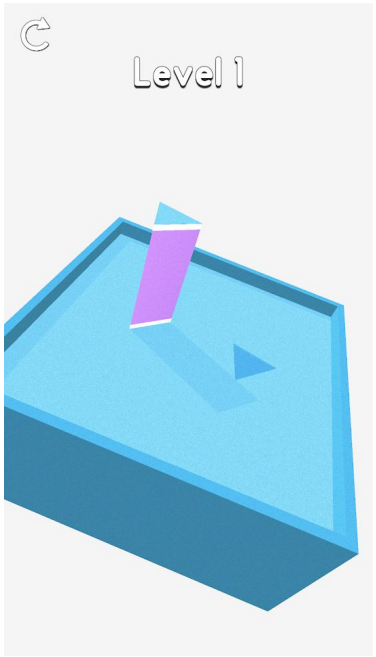
References or Art Mockup

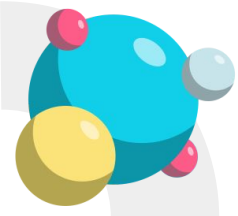
Crowd City (Player reference)

Count Masters (Player reference)



Tilt Master (Level design)





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QUESTIONS?

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