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Human Rush

Gather the crowd and fight the boss!

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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

The game will start with a single person. The person can pass through an algebraic unit to increase or decrease the crowd number depending on the property of the unit. Further, the crowd can be coloured in different colors. Your goal is to gather the largest possible crowd of a required color (say blue) and reach at the end to fight the boss.

Sub Genre

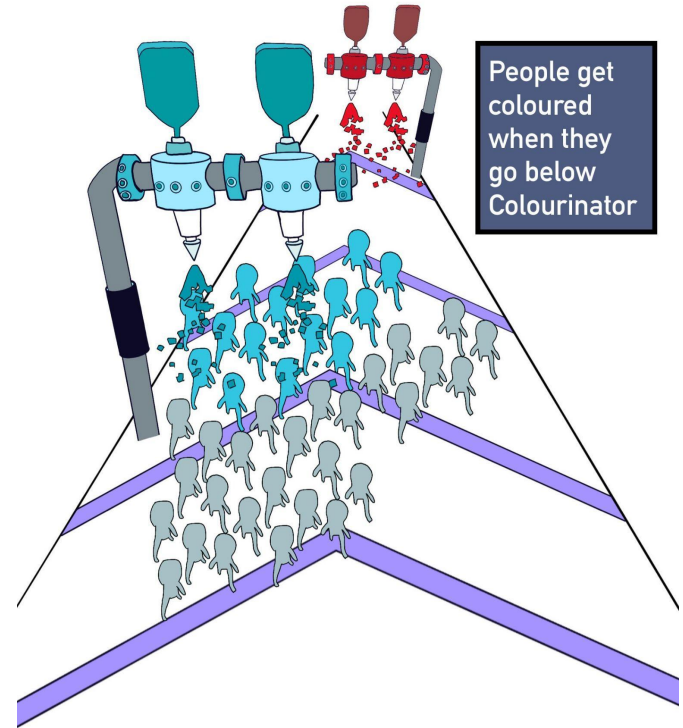
Math / Runner

Mechanic

Crowd Growth

Controls

Swerve



Difficulty and Progress

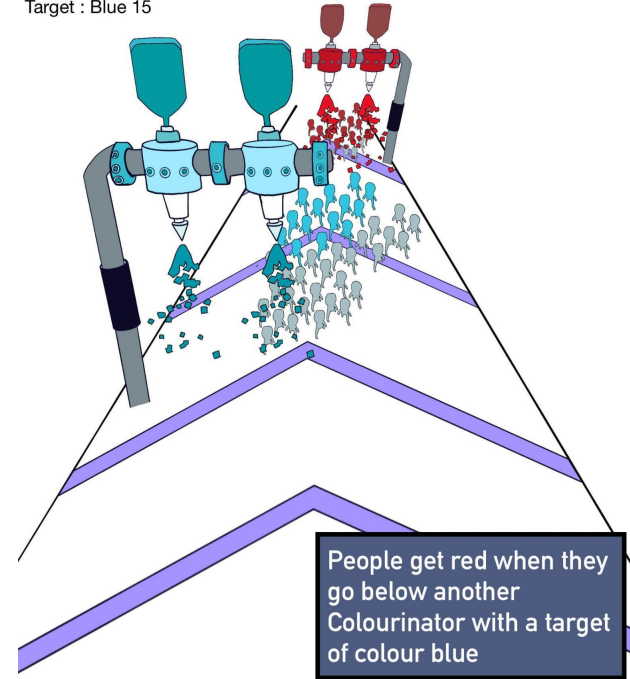
How do I progress at this game?

- Color power-ups will be present in the path. It will convert the color of whole crowd to that of the power-up.
- Colourinator with multiple colors that change with a certain frequency show up.

Lose Conditions

- Losing the boss fight due to less people reaching the end.

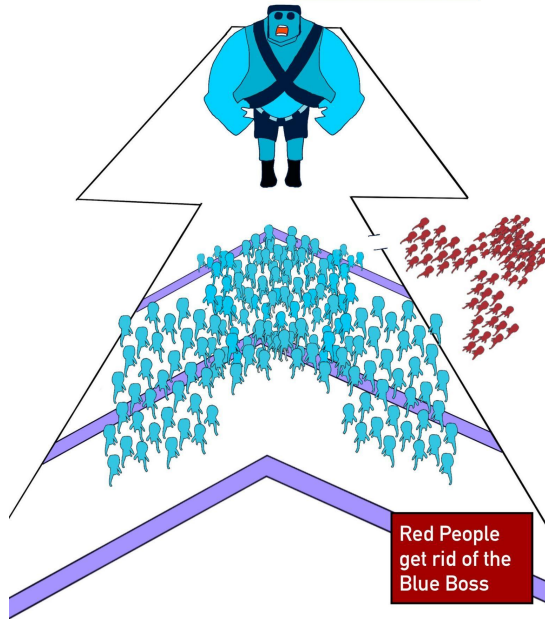
Target : Blue 15



The Video Ad

Target : Blue 150

Boss Fight : Blue 100

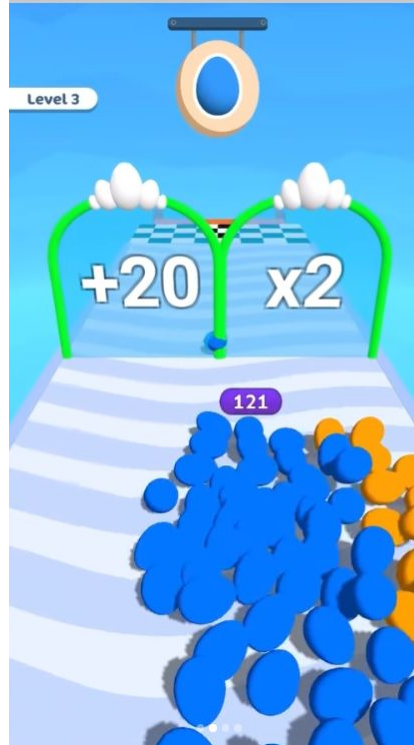


What are we going to see in the ad?

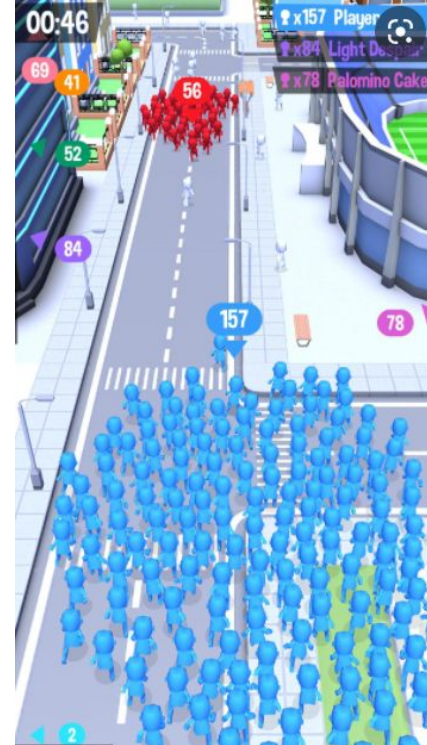
- A completely blue crowd gets converted into red at the end after passing through the wrong colourinator and the entire crowd gets converted to red and they lose the boss fight then prompting the player to download the game and beat the boss!

References or Art Mockup

Egg Rush



Crowd City





THANK YOU
QUESTIONS?