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# Snake Pass

Swerve to pass the snake from branch to branch, but look out for predators!

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# The Game in a Nutshell

## The Basics

Few snakes can glide/fly from one tree to another. We will use this in our game. There will be multiple trees with the snake on the first and at last ground will be present. You have to control the snake which is gliding from one tree to another. Enemies like eagles/hawks will be present to damage the snake. Snake must land on ground with maximum health.

## Sub Genre

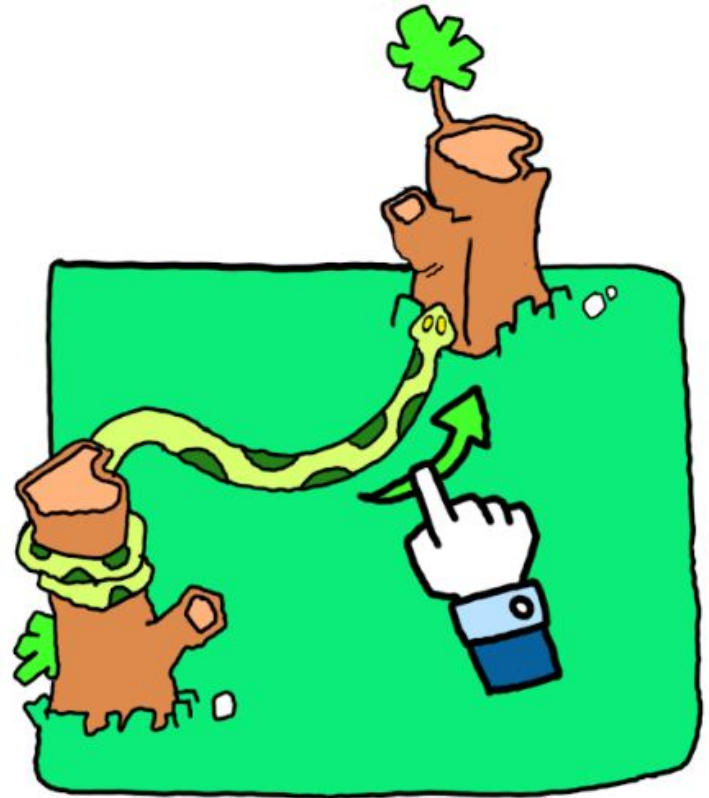
Bird/ Snake Simulator

## Mechanic

Gliding

## Controls

Swerve



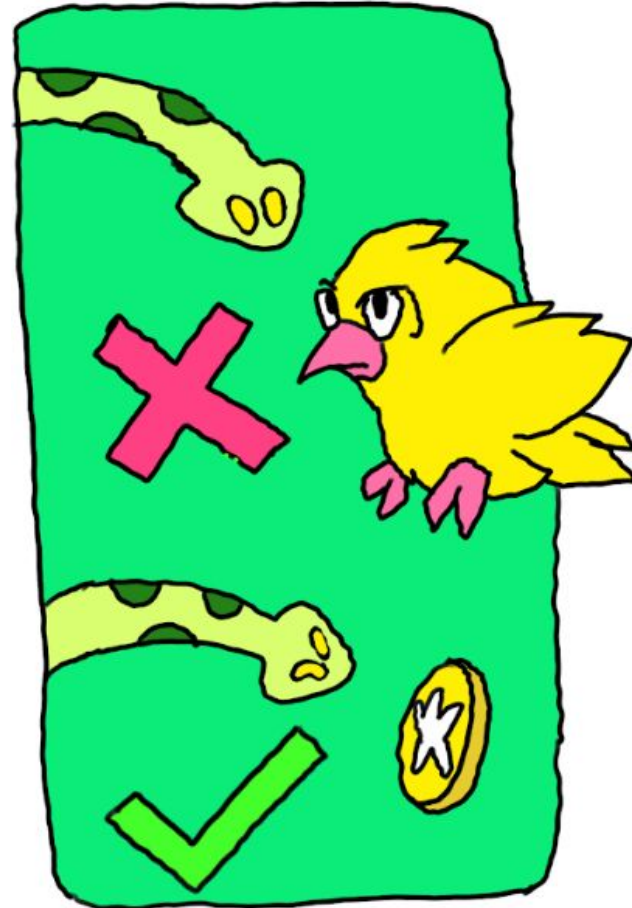
# Difficulty and Progress

## How do I progress at this game?

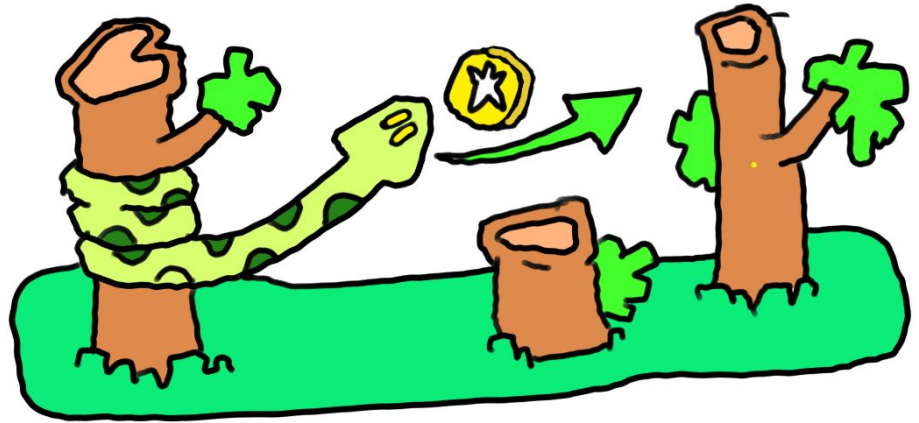
- As we progress, we get to control different types of snakes which have different characteristics like speed, agility, weight, damage resistance etc.
- As we progress, difficulty increases by increasing the distance between two trees/branches, and by increasing the number of enemies (eagles/hawks) during the flight.
- Power Ups for health, speed, agility etc. are introduced in further levels.

## Lose Conditions

- Not being able to land on the ground alive.



# The Video Ad



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

- A gameplay clip where player controls the snake gliding and reaches on land by taking minimum damage from eagles. Afterwards, pop up appears that says to play the game.
- A small playable ad that allows you to just control the snake by swiping it to 3-4 trees. After reaching the last tree, pop up appears that says to play the game.
- Pro vs noob clip, where pro effortlessly clears the level while noob struggles. Afterwards, pop up appears that says to play the game.



# References or Art Mockup

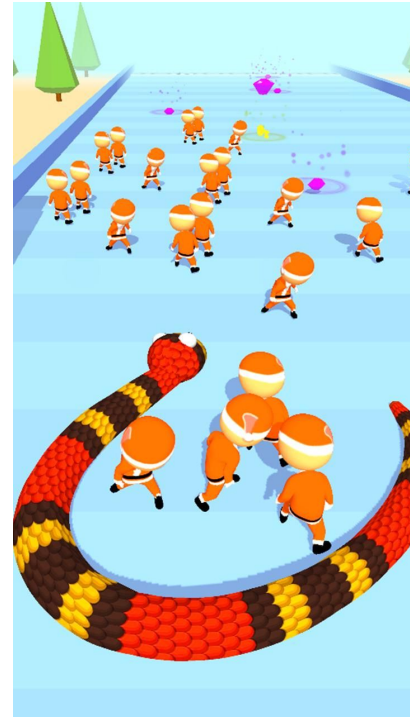
Tether n' Feather



Sonic Dash



Snake Master 3D





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