

CUCHARA



VOLADORA

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HISTORY

THIS LEGEND TELLS THE STORY OF AN EPIC ADVENTURE IN WHICH WE WILL HAVE CONTROL OF A SPOON THAT AIMS TO MAKE YOUR LONGED FOR BREAKFAST. BUT FOR THIS YOU WILL HAVE TO OVERCOME A SERIES OF OBSTACLES SUCH AS CEREAL BOWLS OR TOAST, BUT NOT BEFORE HAVING TO FACE ENEMIES REPRESENTING OTHER DAILY MEALS SUCH AS THE FORK (FOOD) AND KNIFE (DINNER). ALL THIS TAKING PLACE IN THE IMMENSE SPACE WHERE NOTHING AND NOBODY CAN HELP YOU.

GAME

THE PLAYER WILL PASS THROUGH 5 LEVELS OF THE SAME SIZE, WHICH WILL INCREASE IN DIFFICULTY PRESENTING YOU EACH TIME ENEMIES WITH MORE COMPLEX MECHANICS, TO DO THIS WILL HAVE 2 LIVES, WHICH WILL BE REDUCED BY 1 WHEN RECEIVING DAMAGE FROM ANY SOURCE, ENEMIES, ON THE OTHER HAND, WILL HAVE ONLY ONE LIFE. AMONG THOSE MAPS IS INCLUDED A BONUS LEVEL DESIGNED FOR THE MOST SEASONED PLAYERS.

CONTROLS

ADDRESS UP AND DOWN -> CHOOSE OPTION FROM THE MAIN MENU.

Q -> MOVE YOUR CHARACTER UP.

A -> MOVE DOWN YOUR CHARACTER.

O -> MOVE YOUR CHARACTER TO THE LEFT.

P -> MOVE YOUR CHARACTER TO THE RIGHT.

SPACEBAR -> SHOOT.

THE SHOT IS BIDIRECTIONAL ON THE X AXIS DEPENDING ON THE LAST SELECTED DIRECTION.

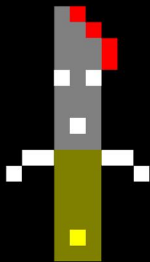
CHARACTERS



THIS WILL BE OUR PROTAGONIST. IT HAS 4 ANIMATIONS THAT VARY DEPENDING ON THE DIRECTION IN WHICH YOU ARE MOVING.



FIRST ENEMY WE WILL FACE. YOUR PATTERN WILL BE BASED ON A CHASE TO THE CHARACTER WHILE KEEPING A DISTANCE AND TRY TO REACH YOUR LEVEL.



SUICIDAL ENEMY THAT WILL PERSECUTE THE PLAYER AND DIE WHEN COLLIDING WITH HIM. IT DOES NOT HAVE THE ABILITY TO SHOOT.

OBSTACLES

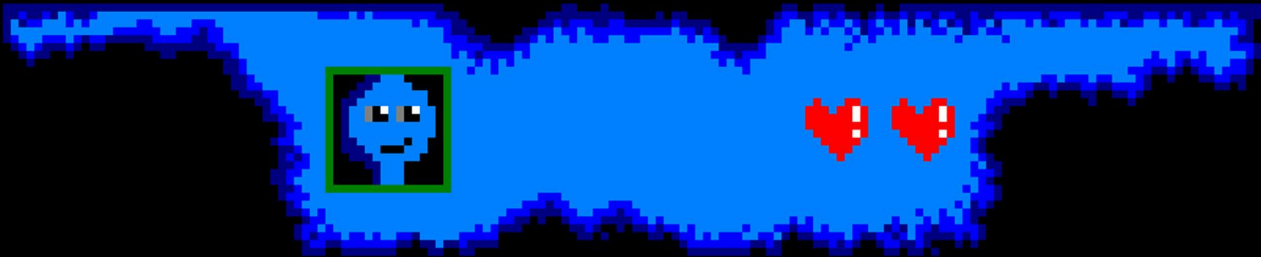


OBSTACLE IN THE X AND Y AXIS. IF IT HITS US, IT WILL TAKE AWAY A LIFE. IT CAN BE ELIMINATED BY OUR SHOT. YOUR PATTERN WILL BE BOUNCING AROUND THE WALLS.



OBSTACLE IN THE Y AXIS, IT WILL MOYE IN THE SAME ONE CHANGING DIRECTION WHEN COLLIDING WITH A WALL. IF IT HITS US, IT WILL TAKE AWAY A LIFE. IT CAN BE ELIMINATED BY OUR SHOT.

HUD



WE HAVE AN INTERFACE WHERE 2 DIFFERENT ELEMENTS CAN BE SEEN. THE PORTRAIT OF THE HERO HANDLED BY THE PLAYER AND THE HEARTS. IT WILL BE PLACED AT THE BOTTOM OF THE SCREEN AND WILL REMAIN FIXED EVEN IF THE CHARACTER MOVES. THE HEARTS REPRESENT THE NUMBER OF LIVES REMAINING.



AS WE CAN DISTINGUISH IN THE IMAGE OUR STATE OF THE GAME WILL BE REPRESENTED IN TWO IMAGES. THE IMAGE ABOVE REPRESENTS THE HERO WITH ALL OF LIFE WHILE THE ONE BELOW REPRESENTS HIM WHEN HE HAS TAKEN DAMAGE.



SHOTS



PROJECTILE FIRED BY THE PLAYER. REPRESENTS A WEETO, THE SOURCE OF ALL HEALTHY BREAKFAST AND HEALTHY LIFE



PROJECTILE FIRED BY DIFFERENT ENEMIES. REPRESENTS A FLAKE OF SALT, THE SOURCE OF ALL VOLTAGE RISE AND LIFE DESTROYED

EASTER EGG CHICAGO'S 30 30



EASTER EGG OF THE GAME CHICAGO'S 30 / TOPO
SOFT. THE SPRITE IS LOCATED AT THE END OF THE
FIRST LEVEL AS AN ELEMENT OF THE MAP.