

FARMPOCALYPSE

Level Walkthrough



8/10 corrupted souls

2550 points

04' 45" remaining

Hero

The main character will be able to run, jump and grab stunned enemies from the ground and throw them against other foes. A stunned opponent will only be able to hit one specific type of possessed animal.

Enemies

There will be three different types of enemies. Each of them with different abilities and behaviours. They will spawn in both sides of the level and move towards the demonic gate placed right in the centre of the level.

next wave 00' 15"



8/10 corrupted souls

2550 points

04' 45" remaining

Enemy Warning

There will be a warning graphic in each side stating the amount of enemies that are coming from each direction of the screen. The level will be slightly wider than this 720p image that the player initially sees, with the possibility of scrolling across from side to side.

Demonic Gate

The Demonic Gate is the goal for the possessed animals. If one of them reaches it, the player will lose a life and creepy laughter will sound.

next wave 00' 15"

1

5

8/10 corrupted souls

2550 points

04' 45" remaining

On Screen info.

For the player to have a better understanding of the aim of the game and to track their progress, some vital information will be displayed on the screen. Each wave will last one minute making a total of six. Every wave will be more difficult than the previous one.

next wave 00' 15"

Background.

The background is composed of repeated static images distributed in three different layers of depth. These layers will have their x position linked to offer an interesting parallax effect.

8/10 corrupted souls

2550 points

04' 45" remaining

next wave 00' 15"

