

Drawing Ninja (Wall Climb)

Aim

2D game, where player remove in 4 worlds, there are 10 levels in each world. For finishing the level player can use next capabilities: drawing lines on the screen, where he can move on and which protect him from enemy shots, climbing on walls, accelerate and jump over obstacles. Also player can use his face, cut from photo, instead standard character's face (full face and side face).

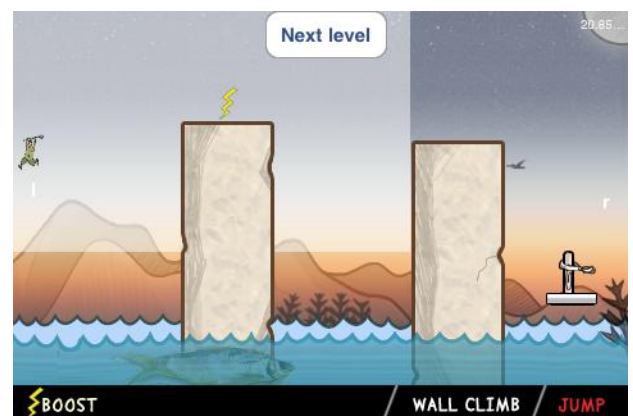
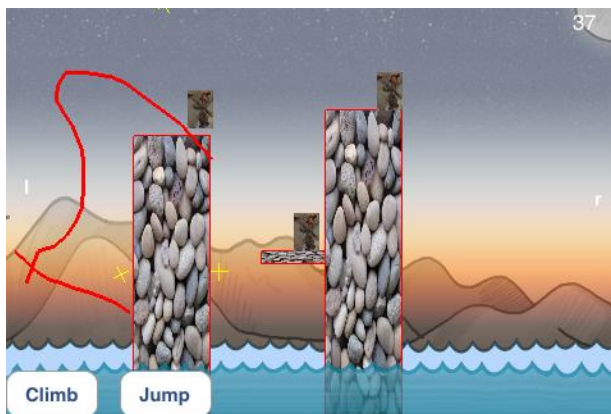
Solution

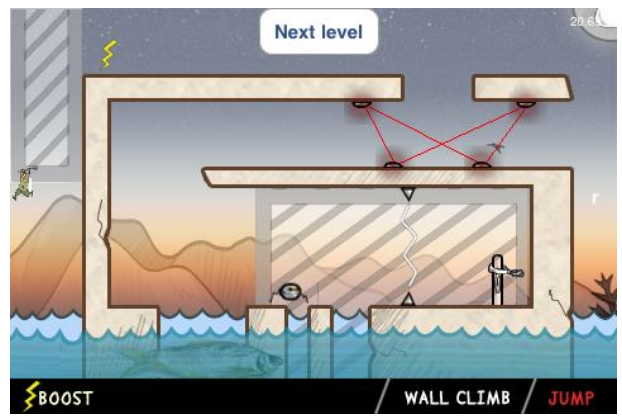
In realization of application there were used graphic elements, given by customer. Also there was developed separate module for using photos. In developing of application we used our own target for basic screen. The most part of application was developed with OpenGL.

Basic Functions and Effects

- Selecting the world and level.
- Command with accelerometer.
- Capability of drawing/deleting on the screen.
- Ability of character to jump, climb on walls, accelerate.
- Using of players own photo full face/side face.

Screenshots





Technologies

Open GL, Xcode, Objective C, iPhone SDK.

Software Product

Ninja Draw

Project Capacity

In progress.