

LINK:

Google Play: <https://play.google.com/store/apps/details?id=com.HipstersaurusRexApps.ShapeHunt>

INTRO:

Whether you are young or old, big or small, you may remember a classic game from the 90's called Arkanoid. Its simple principle appealed to a large number of people, even though it was only a simple game about a bouncing ball destroying bricks using a little moving platform.

GAME MECHANICS:

Shape Hunt is a variation of the famous Arkanoid game. It contains several new features compared to the classic version. The main difference is the input control and the overall game mechanics, as the individual bricks are arranged in a circle and the player tries to rotate them by moving around on the screen so that they hit the ball (something like Arkanoid wrapped around a circle).

Shape Hunt includes two types of game modes - Endless, which can be played indefinitely, and Limited, which is time-limited. Both types of levels depend on the principle that after destroying the very inner circle, all the remaining circles shift towards the center and a new one is created as a new outer layer. Thanks to this game mechanic, it is guaranteed that the game can be played as much as desired.

If the concept seems too easy, the game difficulty can be changed in the settings and thus allowing the game to be more challenging. You can choose from four options - Easy, Medium, Hard and OMG. Each option affects the speed of the ball, as well as reduces given time (in Limited mode). In order for the gaming experience to be balanced and fair, the more challenging the game, the more points the player gets at its end.

During the gameplay, there are several special red bricks that keep appearing at regular time intervals. Their destruction will grant a certain special quality. It can be positive, but it can also be negative. The positive ones can be, for example: Double points, Slowing the ball down or Helpers. Negatives are, for example: Black Hole, Devil's Eyes, Rotation or Input Chaos. In total, there are about 25 of them and they are randomly generated, so the player does not know in advance what they will get.

POWERUPS:

There are three powerups available to the player during game play - Stopwatch (when in infinite mode, it slows the ball to its original speed and when in time mode, it adds a certain number of seconds); Wall (prevents the ball from escaping from the screen) and Destroyer (automatically destroys the inner circle so that another - new one - can appear). At the beginning, the player has 4 powerups, which, however, are not replenished after their use and they can be refilled in the shop.

LIVES:

The player has 4 lives at his disposal, which they can still use at the end of the game. When used, they grant user the possibility to continue exactly where they lost. Lives are refilled every 60 minutes. However, if a player has 0 lives, their points will not be counted towards their total score and achievements will not be validated, so be careful!

ACHIEVEMENTS:

There is a large number of achievements in the game that the player can get. For each successful achievement, they receive one coin, which they can then use in the store anyway they want. Some achievements are easier, for example Play 10 games, but there are also more challenging ones, such as Get 1000 points, Play 100 games and so on. Finally, there is one special surprise achievement that players must find themselves.

GIFTS:

Every other day, the player receives a free gift. It can be, for example, a free refill of powerups, a free refill of lives or simply a few coins. In addition, the player can receive a gift every day if they watch a short video ad. Possibilities for video rewards appear sporadically even after the game is finished, so that the player can return to the game in exchange for 15 seconds of their time.

STORE:

In the store, the player can turn their points into coins, which can be then used as wanted. They can refill lives, refill powerups or increase the capacity of some of them (so that the max number of lives or powerups will increase). If the player does not have coins, they can buy them for real money.

ADS/IAPS:

This game does not contain any static ads that would annoy players and destroy their gaming experience. Instead, the game uses a different approach - it will reward you if you watch a video ad. The player will never see or have to watch an ad unless they voluntarily decide to do it, and after a successful completion, they automatically receive a reward.

Talking about IAPS, there are microtransactions embedded in the game. However, it must be noted that they are only an option, not an obligation, as IAPS do not affect game mechanics or the game process in any way, and anything that can be bought for micropayments can be obtained a free way as well.

FUTURE:

We plan to improve the game's graphics in the future, as well as add new features (such as tablet mode, roulette-style controls, and more). We also plan to publish the game on other platforms, but this is a longer-term goal so far.

ENGINE:

The game runs on Unity game engine.