

Unity

Criando jogo mobile: Primeiros controles

O que são jogos Hypercasuals para celular?



O que são jogos Hypercasuals?

*Jogos Hypercasuals são jogos feitos para celular, conhecidos por terem um ciclo de desenvolvimento **bastante** rápido.*

Uma característica importante, é que eles podem escalar o número de usuários de forma bastante rápida, gerando milhões de jogadores.

No geral, são jogos que procuram atender a um público mais abrangente possível.

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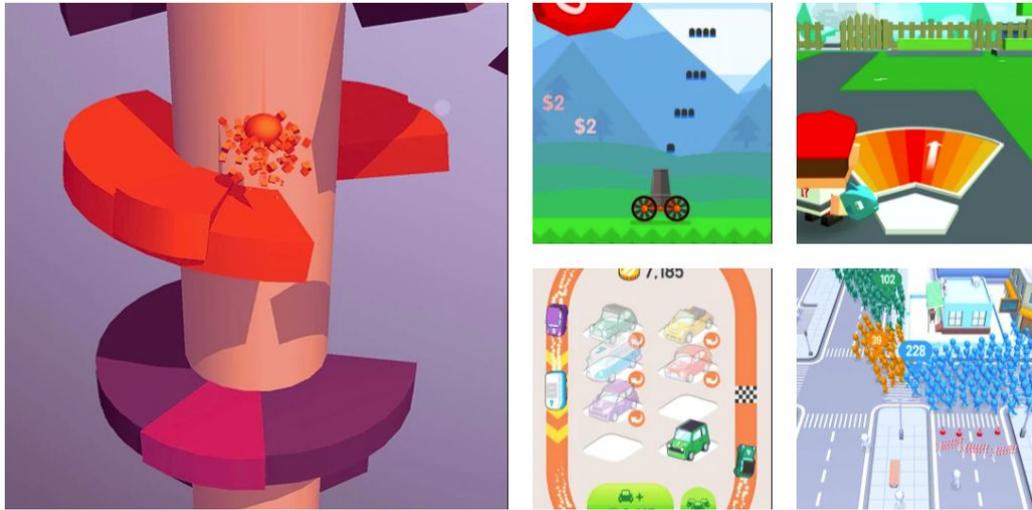
Voodoo

Games Publishing Apps Careers Press Start

Play our hit games

Discover the awesome games we built with passion for our players. We are constantly growing our games so you will be entertained for a lifetime!

5 Billion Downloads



The screenshot displays the Voodoo website's landing page. At the top, the Voodoo logo is on the left, and navigation links for Games, Publishing, Apps, Careers, and Press Start are on the right. The main heading is 'Play our hit games', followed by a sub-headline: 'Discover the awesome games we built with passion for our players. We are constantly growing our games so you will be entertained for a lifetime!'. To the right, a large blue '5 Billion Downloads' statistic is prominent. Below the text, there are five game thumbnails arranged in a grid. The first thumbnail on the left is a large 3D tower game with a red ribbon. The other four thumbnails are smaller and show various game genres: a tractor in a field, a colorful arena game, a car game, and a city game.

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The screenshot shows the CrazyLabs website for the game 'Miraculous: Run and Save Paris!'. The header includes the CrazyLabs logo and navigation links: About, Games, Publishing, CrazyHubs, Blog, Careers (with a 40 badge), and Contact. A 'CLIK Dashboard' button is also present. The main banner features a close-up of Ladybug's face with the game title 'Miraculous RUN AND SAVE PARIS!' and download buttons for the App Store and Google Play. Below the banner, a large blue and red pill-shaped button displays '4,702,067,524 Downloads'. At the bottom, a link reads 'Check Out Our Bestselling Games'.

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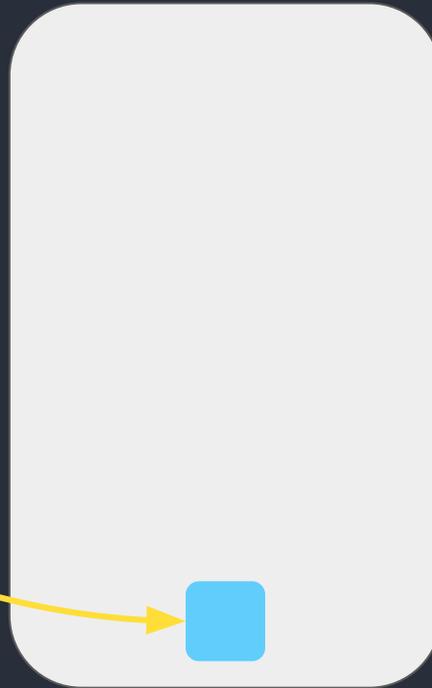
O que vamos desenvolver?

Um jogo Hypercasual completo, funcional para celular.

O jogo funcionará da seguinte forma:

O que vamos desenvolver?

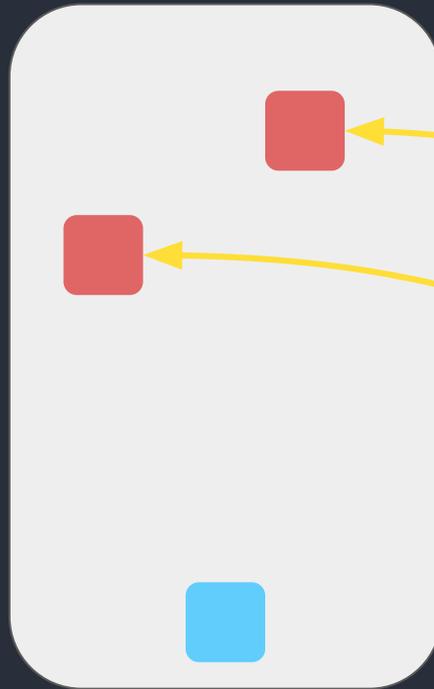
Teremos um personagem principal



Vamos controlá-lo através do touch da tela.

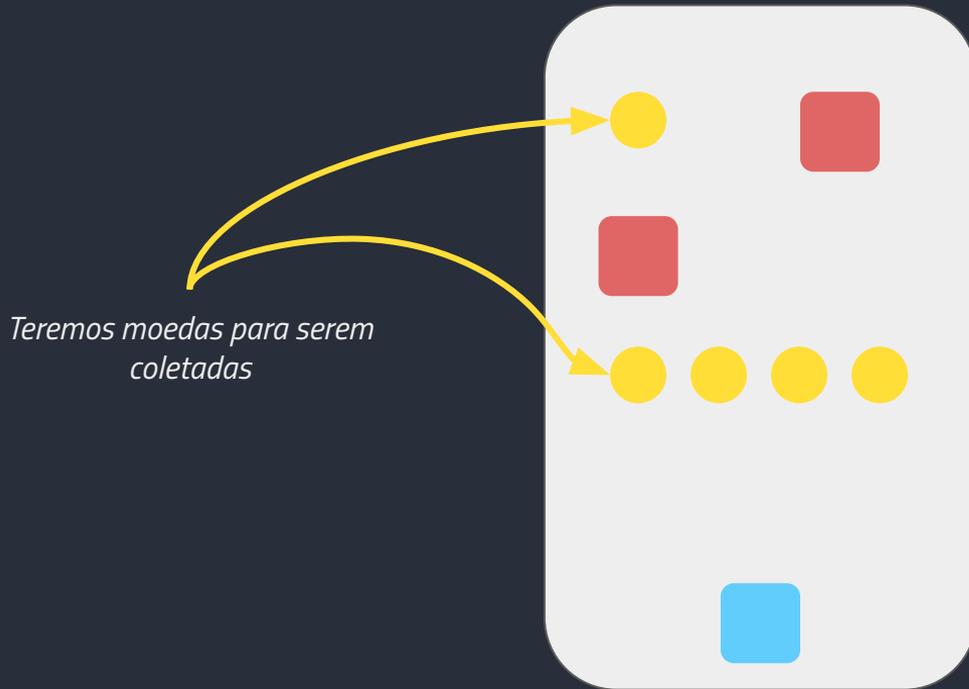
Ele estará correndo sempre para frente, e vamos controlar a direção que ele se move com o touch.

O que vamos desenvolver?

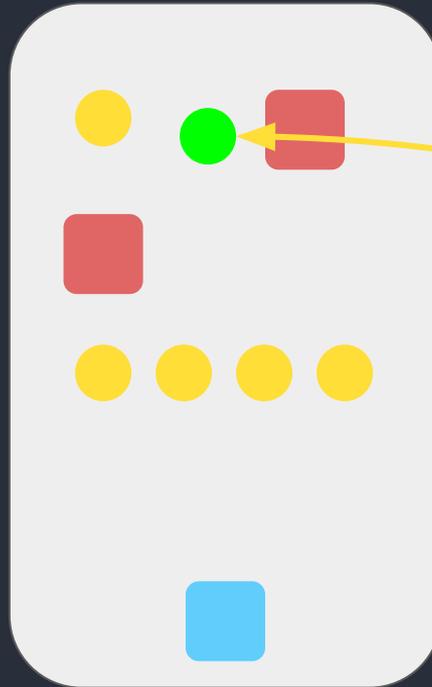


Teremos alguns obstáculos que o jogador terá que desviar.

O que vamos desenvolver?



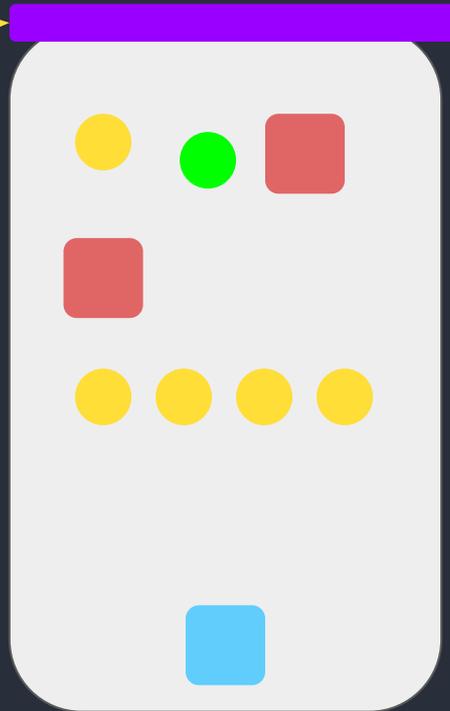
O que vamos desenvolver?



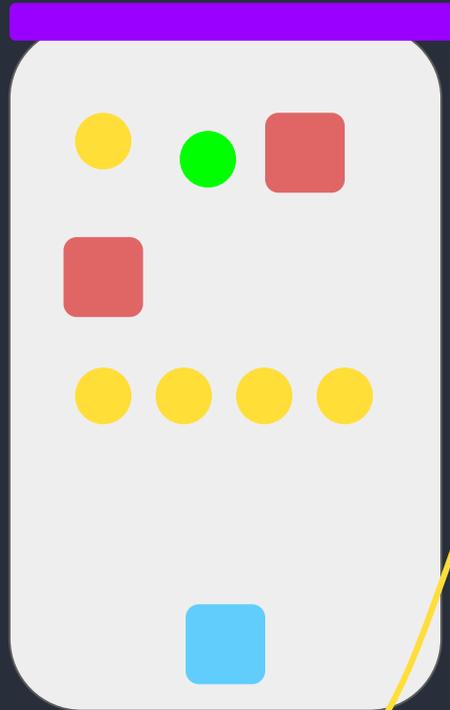
Teremos power ups para mudar a dinâmica do jogo.

O que vamos desenvolver?

Vamos ter uma linha de chegada, que decreta o fim daquele level.



O que vamos desenvolver?



E a camera estará posicionada sempre atrás do personagem, similar a como está na imagem a esquerda.