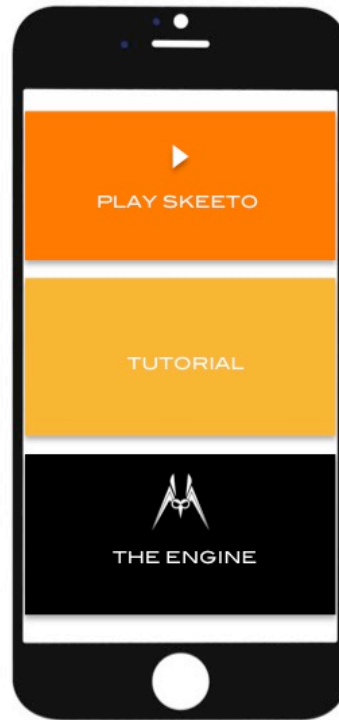You click on Skeeto the game
Maybe add the Character
Keep the orange as a color of the company

Main Menu

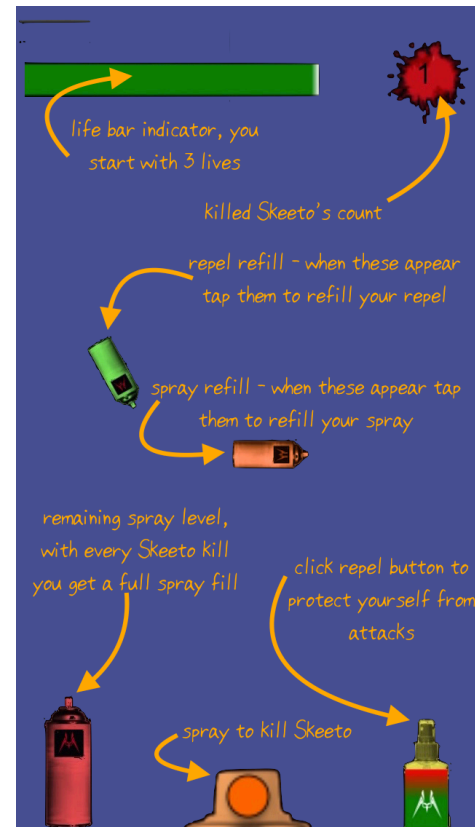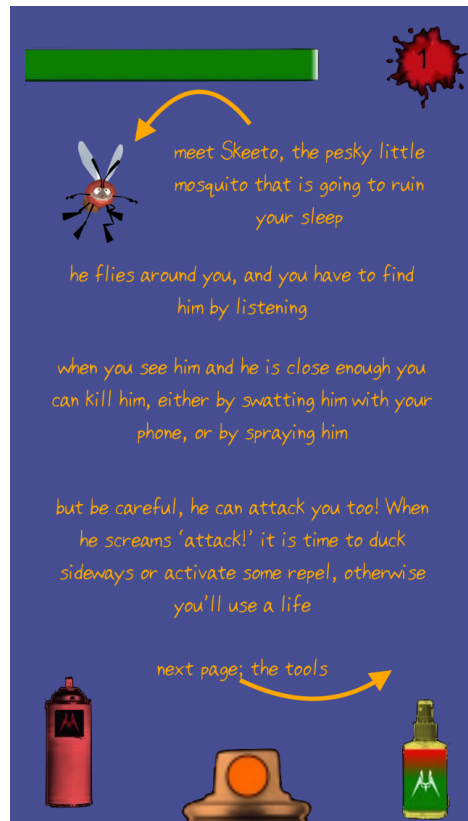
Three buttons to click

Tutorials

Left page:

meet Skeeto, the pesky little mosquito that is going to ruin your sleep

he flies around you, and you have to find him by listening

when you see him and he is close enough you can kill him, either by swatting him with your phone, or by spraying him

but be careful, he can attack you too! When he screams 'attack!' it is time to duck sideways or activate some repel, otherwise you'll use a life

next page; the tools

Right page:

life bar indicator, you start with 3 lives

killed Skeeto's count

repel refill – when these appear tap them to refill your repel

spray refill – when these appear tap them to refill your spray

remaining spray level, with every Skeeto kill you get a full spray fill

click repel button to protect yourself from attacks
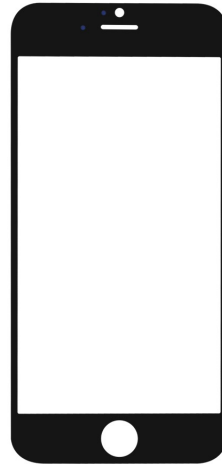
spray to kill Skeeto

Two pages using the right UI of the game that you design. I provide the text separately. White background

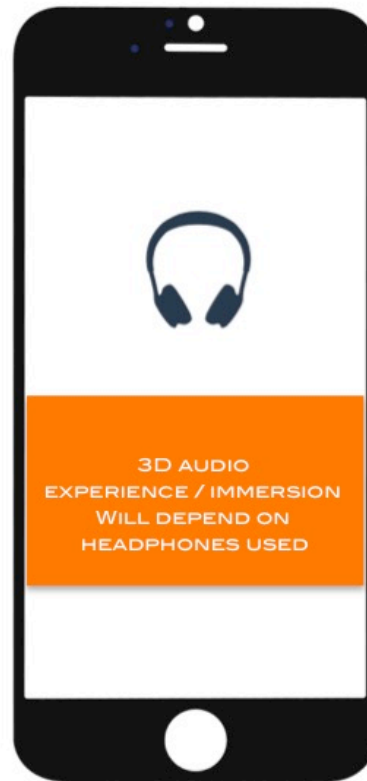Feel free to improve, this is just a proposal

The engine

Link to www.mosquitoengine.com

And another

PLAY SKEETO

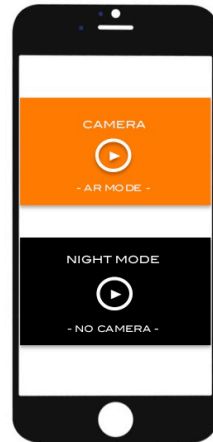3D AUDIO
EXPERIENCE / IMMERSION
WILL DEPEND ON
HEADPHONES USED

Always player clicks on orange button

PLAY MODE

PLAY SKEETO 1

THE RIGHT TEXT HERE IS

ORANGE BUTTON – NORMAL MODE

BLACK BUTTON - NIGHT MODE

GAME UI

DO all the assets portrayed – see the list in the next page

GAME UI list

Bar Life Instead of a bar, better five circles

1. **Counter kills**, with the number of Skeeto killed. Blood stain with numbers

2. **Spray level – 6 DIFERENT LEVELS**

3**. Repel level**- 6 DIFERENT LEVELS

4. **Button spray** – I think that works fine, no changes needed

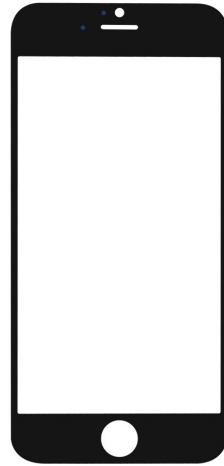5**. Repel refill** – same as Repel bottle but with glowing effect

6. **Spray refill** – same as Spray bottle but with glowing effect. DIFFERENT COLOR FROM REPEL

7. **Game over** – Same style as main menu, over imposed on screen

8.**Play Again** – Same style as main menu

NOW CONFIGURING 3D AUDIO

TEXT THAT IT SAYS

"now configuring 3d audio", we use that text when the CPU
needs time to load something