



Hyper-Casual Mobile Game

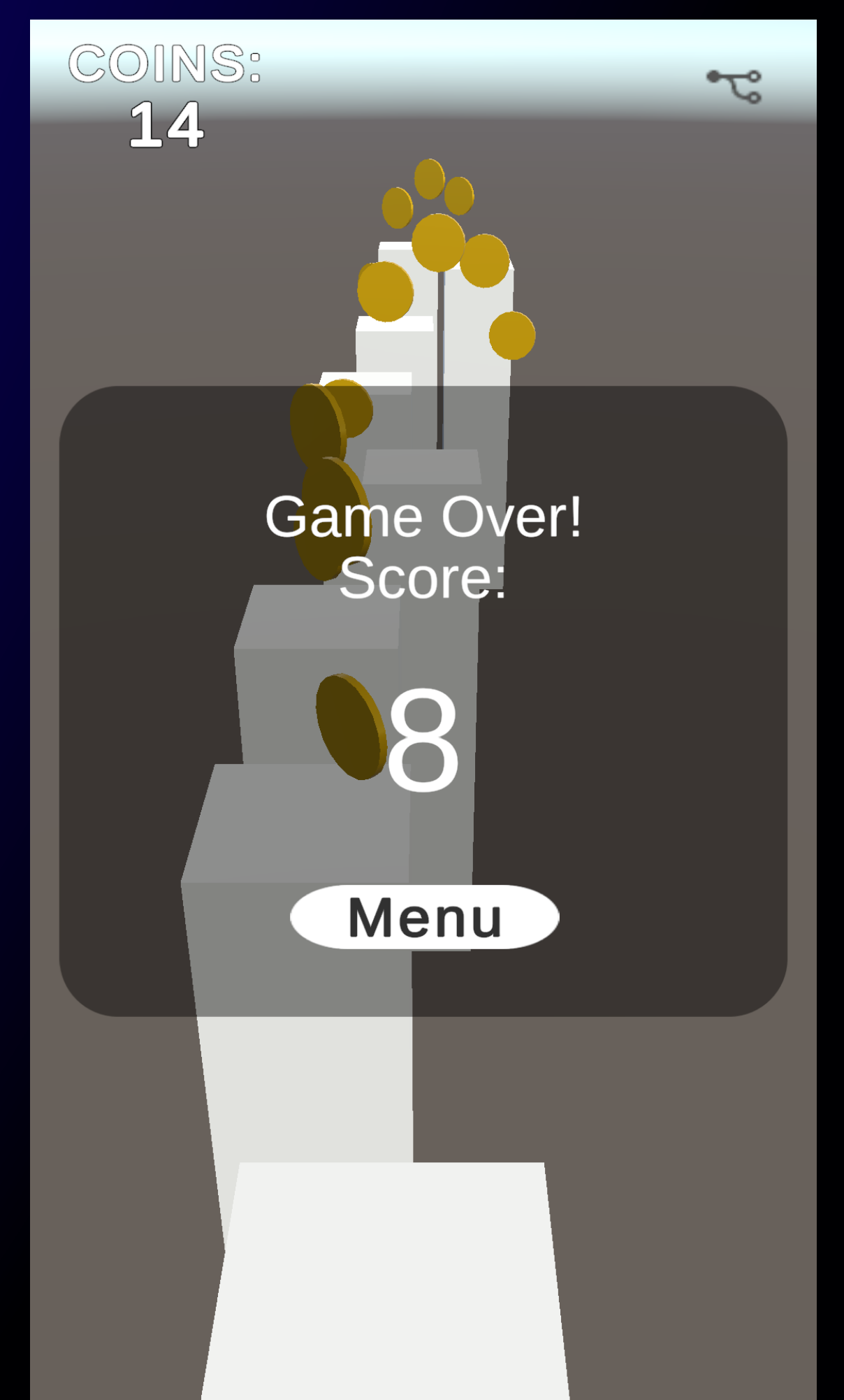
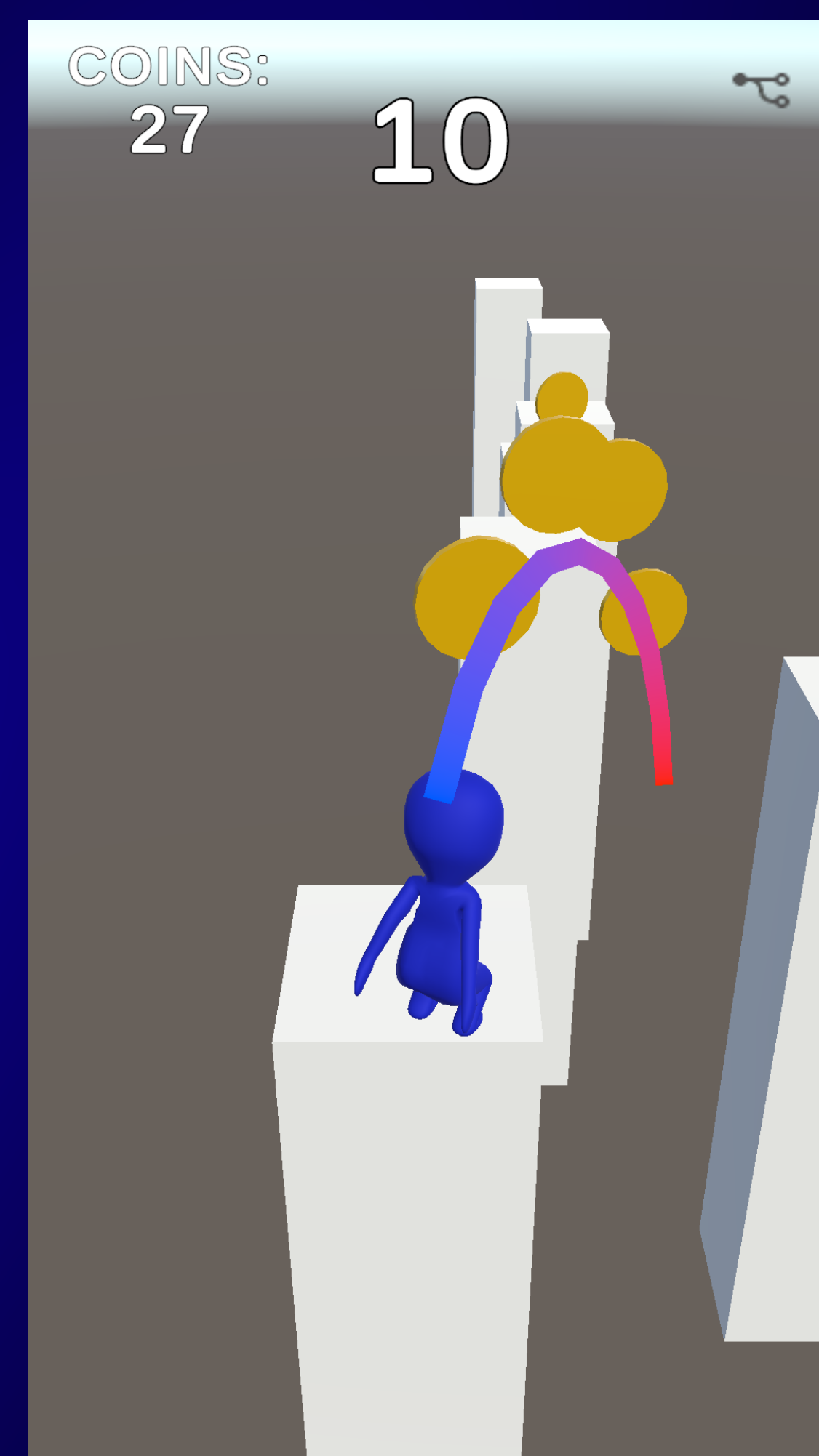
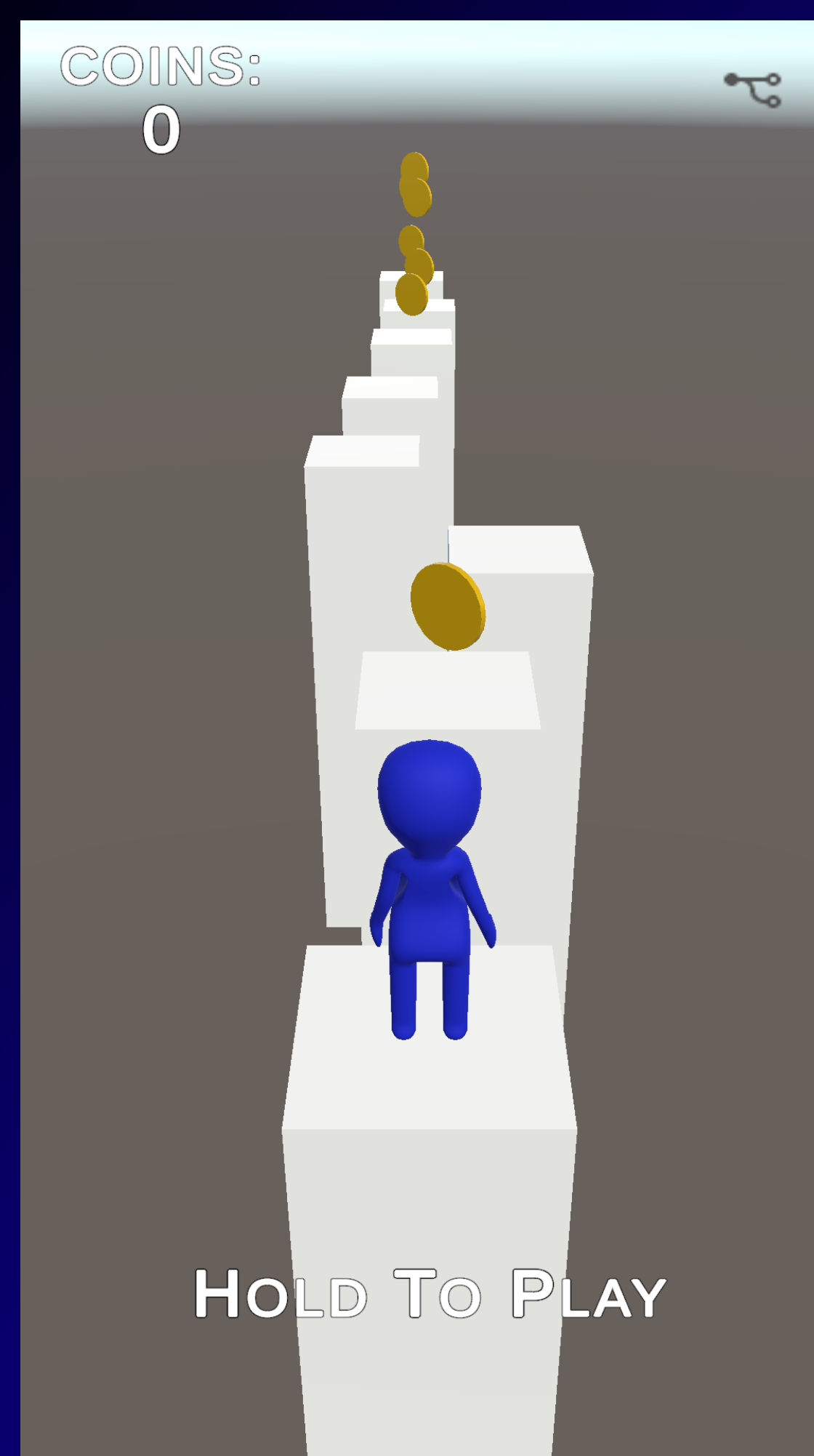
Introduction

Hyper-casual mobile games are self-explanatory, minimalistic, instantly understandable, and have a single action or goal. They have become more popular in recent years.

The goal in Take a Leap is to jump from one platform to another and reach as far as possible. As levels increase the platforms start to move.

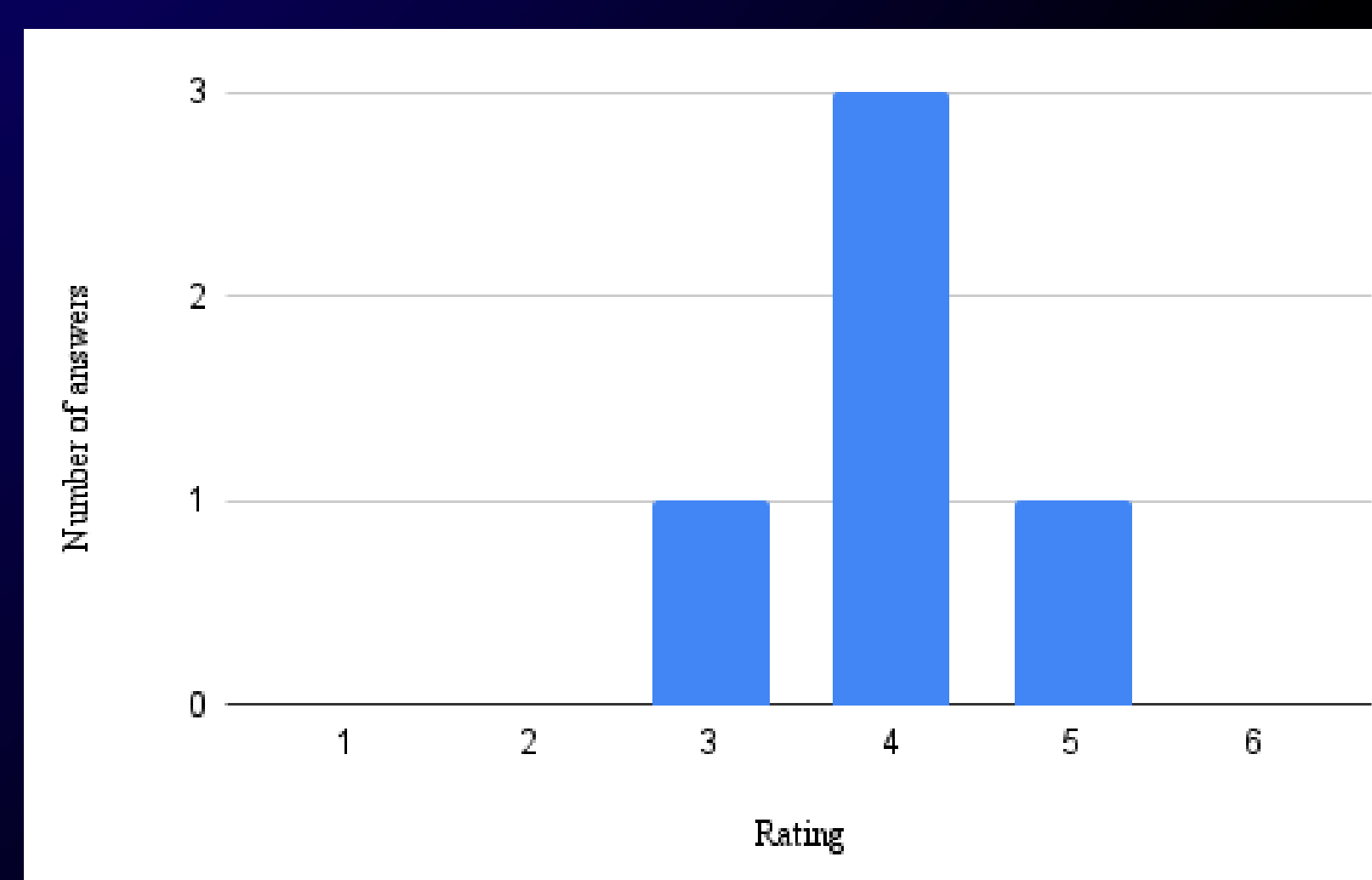
Implementation

The game was developed with **Unity**. Character and its animations were made in **Blender**. The **Bézier curve** was used for multiple coins and the arrow trajectories. **Singleton** and **object pool** programming patterns were used to optimize the code, that was written in **C#**. **Jsfxr** was used to generate some audio clips.



Conclusion

Take a Leap was tested on 5 people. Feedback was mostly positive. Testers found that the game was appropriately challenging. Suggestions were made to improve the game's fun factor by refining the game mechanics, level design, and overall user experience.



Ratings of the game in terms of fun

Future plans

Some improvements that are planned to be made in future development:

- Fix bugs
- Achievements
- Obstacles
- Power-ups
- Landing marker
- Path choices

