

Team Hackerbird



HACKER

Free-to-play

iOS, real-time

AR, Strategy, Social

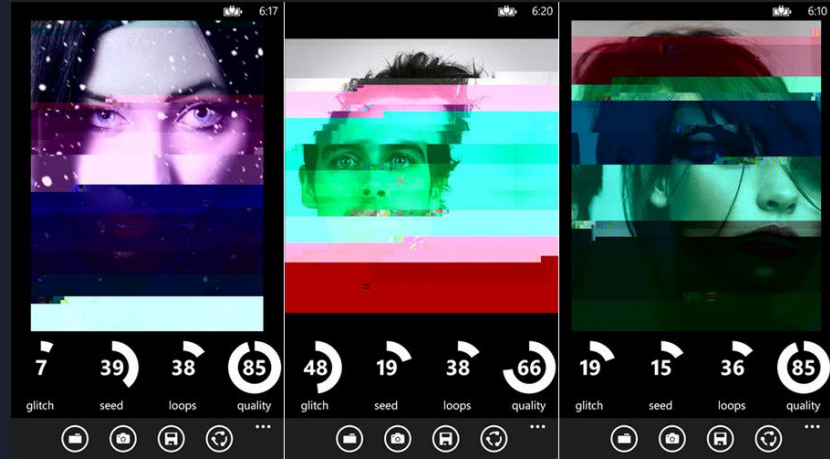
We need someone to help us create a unique and cohesive style for our game.

Art Director Needed

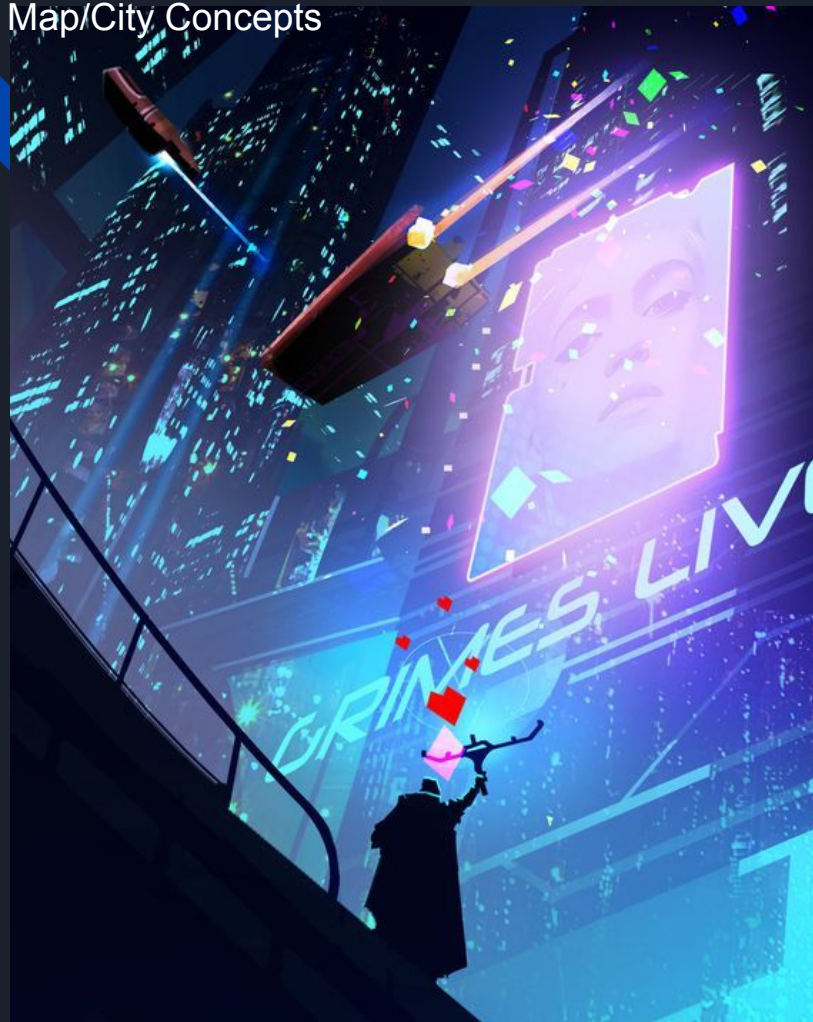
UI Inspiration: Gifts from Prey



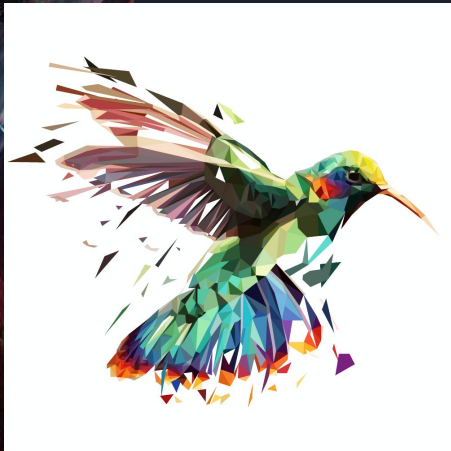
UI Inspiration



Map/City Concepts



We really want a polygonal polish



Map/City Concepts



WWW.GRAVEDRINKER.COM

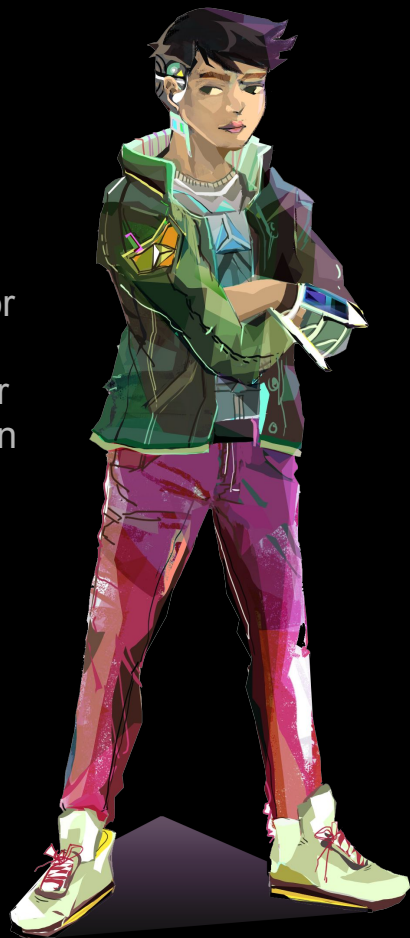


Building - Restaurant
3m

Building - Residential Skyrise
45.183609, -78.284701 Height: 51m

Building - Commercial Enterprise
46.930175, -88.290745 Height: 32m

Current Polished Art:



Art director can differ, change, or improve on this style!

Blue
Color

INVENTORY

Player Name



ROLE

x 30

ACTIVATED!!

X

Item Item Item item sadkjnkjsnadjansdfn
sadjkindsakjfnjkasdnf
asdfkjnsadkjfn sdfnjsdf

USE

GIVE



What is our Game?

Live-Action
Secret-Identity
Player Elimination

Mobile-game on your college campus

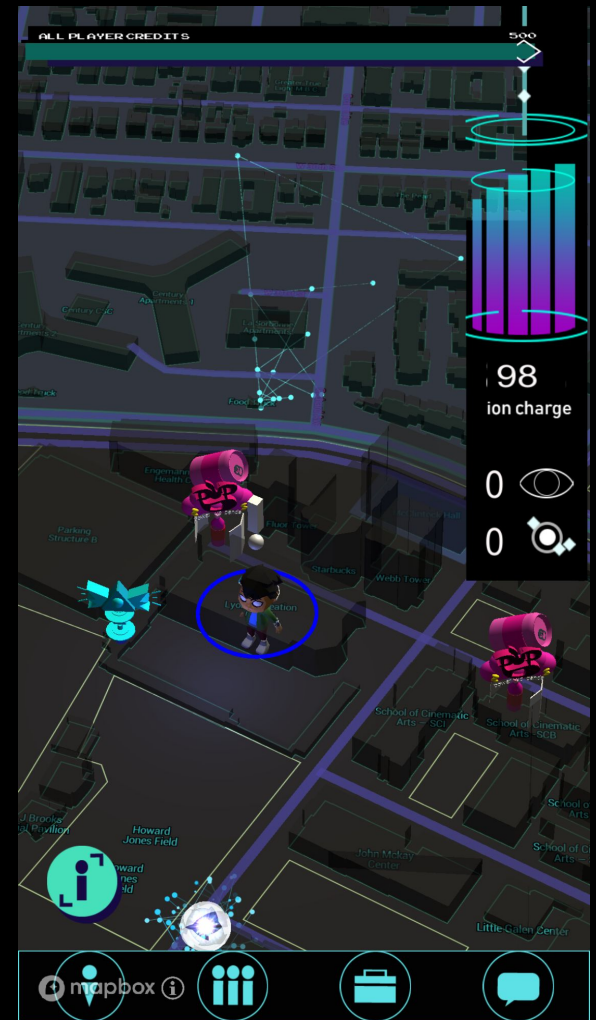
(6+ players)

Team Blind Deathmatch

Two teams of Hackers

The team that scores more elimination points win.

But... you don't know who is on your team.



How we are playtesting outside of the game

