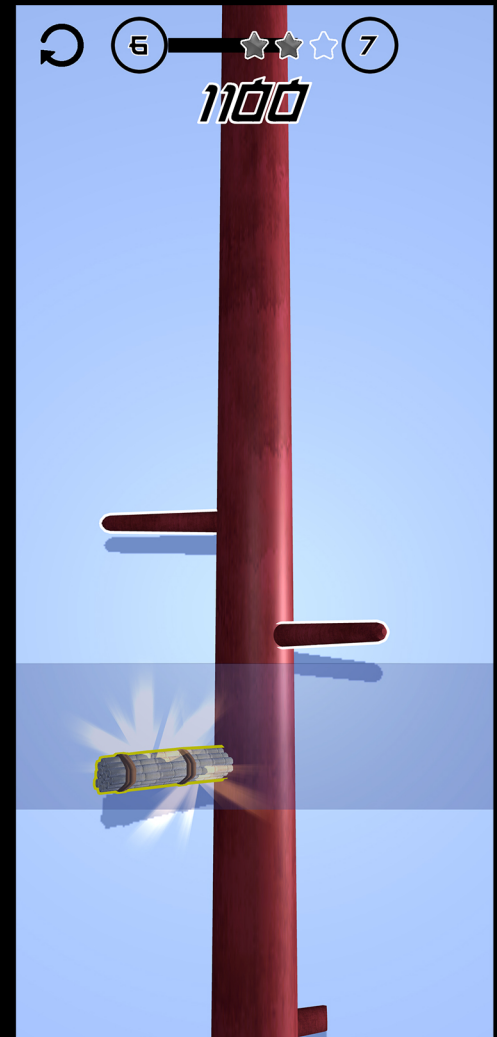
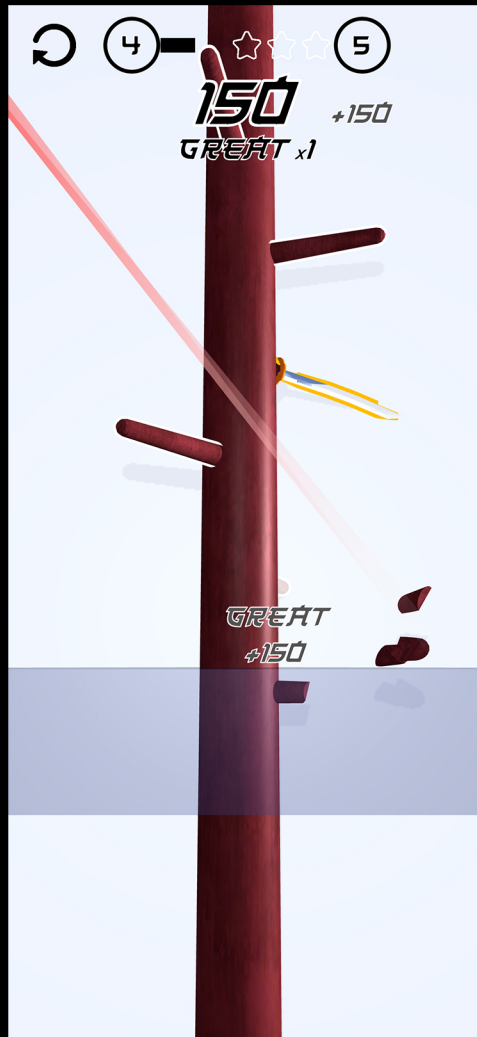
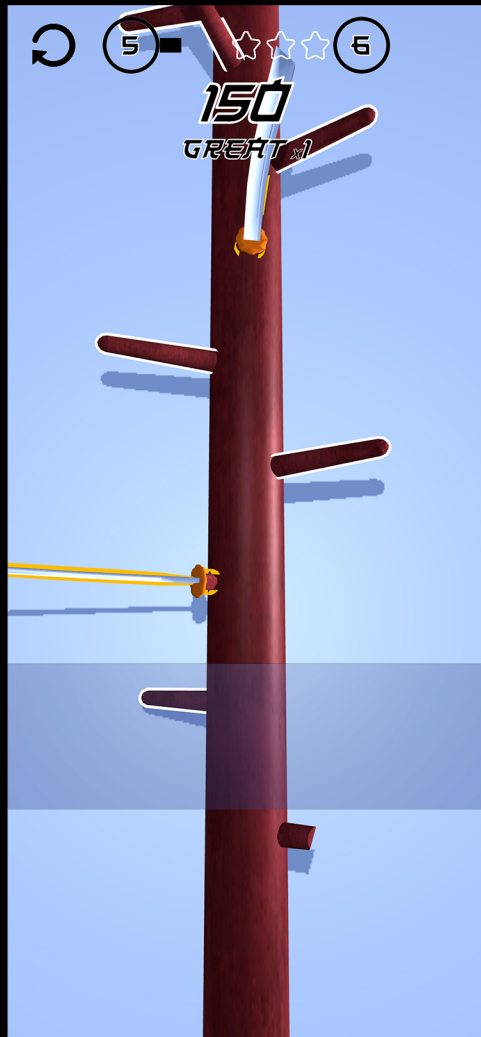




Game Overview

Player tries to hit and break different type of sticks with the right timing. Game primarily tests player's reflexes. With each hit wooden dummy gains angular velocity and this makes harder to hit sticks.

Game Loop

Each level has certain amount of sticks. Player needs to hit at least 50% of sticks to finish a level. If player misses half of sticks level will be failed. In game there are different type of sticks like double hit stick and infinite hit stick which freezes time with the first hit and player has 3 seconds to hit it as much as possible. In game there is also critical hit mechanic. Game's scoring system works with breaking sticks. Different sticks makes player gain different amount of scores.