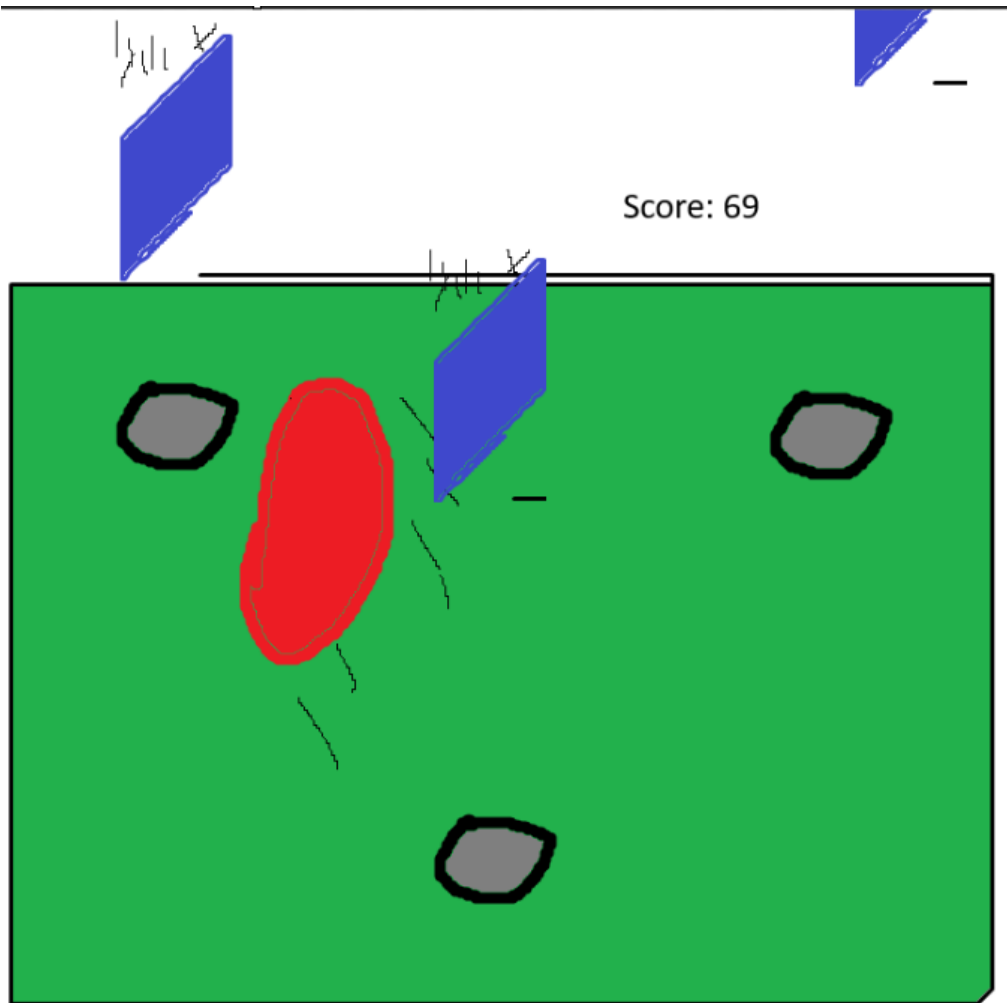


Catch

Catch

A game where cube or random objects fall from the sky and the player has to catch them. Each item could have its own amount of points and falling speed and it might be played against Ais, the winner being the one with the most points. Could also be a race against time. Players would be able to push each other out of the way to give themselves a higher chance of catching the item. Same 45 ush degree angle as whack-a-mole



The game shows the shadows of the fallen object. Wind may be implemented to make the fall location change from time to time.