Oonyoo : Upcoming Puzzle and Action Game for iOS and Android

Oonyoo (http://oonyoo.hobogames.id) is a 3D game combining fast-paced Pac-man-like "maze and chase" action with rubik-like tile arrangement puzzle. Players literally control the entire level as they try to navigate through it and outwit the pursuing enemies.

The game stars the eponymous cutesy creature and is to feature 40 levels set in 4 different environments, with boss levels and increasingly challenging enemies and complex puzzles.

Players move the character by swipes in a real-time "action mode" as they try to get to the finish of a level while avoiding enemies, and arrange the tiles of the level in a "puzzle mode" where the view is zoomed out to encompass the entire play area – this is normally done to arrange a path to the finish, but other possibilities such as blocking an enemy's pursuit by moving their tiles also exist. Switching between modes can be done anytime with the push of a button, making the puzzle and action element heavily intertwined.

The enemies will relentlessly pursue the player in levels where they exist, and are to show a degree of adaptability to the changing conditions of play, such as calling in aerial transports when they can't get to the player on foot, and splitting up to intercept the player from multiple directions. There will also be weapons strewn across the levels that the player can pick up to make the enemy turn tail and run, or take them out completely.

The puzzle resembles one side of a rubik's cube, where a square level is divided into 3x3 segments. Players move the segments one row/column at a time. From these segments a path must be arranged so that eventually the player can move to the finish. On later levels, a powered gate system exists to increase the complexity of the puzzle: players will need to connect wiring from a generator to a gate, so that the gate can be opened.

The 4 environments will all have their distinctive look, and a rudimentary story told by cutscenes will connect the chapters into a coherent string. In each 10-level chapter, a boss level will be waiting for the player in the end. The bosses will radically differ from one another – having different methods of attacking the player, and more importantly, entirely different ways are required to defeat them each (perhaps harkening to boss fights in games like *Crash Bandicoot*), requiring ample skill from the player's side in both the action and puzzle portion of the game.

The game is developed by HOBO Games (PT. Hoboglobal Intergalaktik) of Jakarta, Indonesia for the iOS and Android operating systems, and has a planned release date of December 1, 2015.