Guns N’ Shoes

Reuben, Kai, Harrison

Level Layouts

Basic platforms.

Gameplay

2D, super smash bros themed brawler. Single level with simple platforms for gameplay. Each character has two attacks, a shot with their gun, and a kick attack. Each character can be customized by the gun and shoes they have, each having a different attack style. Attacks will apply a blowback effect. Defeat the other player by either reducing them to zero life, or by knocking them off the platforms. Heath and timer are customizable for different gameplay experiences.

Look and Feel

Simple feel, along the lines of the madness games.

Music/Sound/Dialogue

Minimum dialogue. Main menu music and fight music playlist.