Untitled Party Game (UPG)

"Game" is a multiplayer party game for PC (and Android??). The player controls a character and competes against other players to collect AI (enemies)* which run away from them while collecting items that can be used against the (enemies)* and/or players. The player to collect the most when time ends wins. The game is a multiplayer party game with physics like fall guys, competition like smash karts and item drop system like Mario Kart which altogether would make a fun experience.

Platforms

- ➢ PC (Windows/Mac)
- ➢ Android??

Price

Free

Playtime

N/A

Age Rating

Everyone

Planned Release

Q2 2024

Mechanics

- ➢ Multiplayer.
- ➢ Physics based character controller (like Fall Guys).
- ➢ Use Items like blind, stun, etc. to gain an edge.
- ➢ Item drop system based on player rankings in the game (like Mario kart).
- ➢ Active ragdoll animation.
- ➢ (Define (enemy)* AI behaviour).

Story

"There is no dedicated narrative."
TBD.
(If no story, then write something that basically shows the player that there is more to the world. Like in valorant there is some story but the game does not play on it.)

USPs

- ➢ Active Ragdoll Animation to enhance enjoyment.
- ➢ Physics based character controller for predictable yet fun character movement.
- ➢ Item drop system that can change the flow of game.
- ➢ Intuitive (enemy)* AI.

Objectives

Collect the most amount of (enemies)* within the time limit while competing against other players. Collect items to slow down others or to speed up your own progress.

Supplemental Art