The Incredible Mr. Shiny in:
The White Tiger's Den

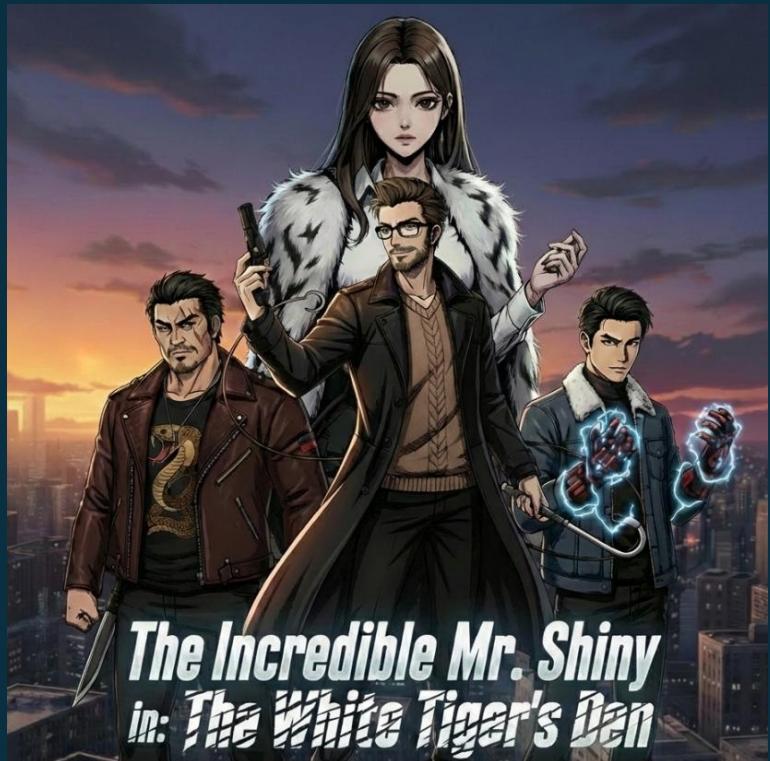*An Arcade-style Brawler by Alec Pike*

Overview

Take on the role of the world's sharpest bounty hunter, **Mr. Shiny**, as he races against the clock to scale the White Tiger smuggling ring's **fortified tower** and take down the **sinister Director Baek**. Use his signature **grappling hook** to zip around the tower and outmaneuver your enemies, and earn **style points** for taking them out in the flashiest way possible! Can you take out the White Tiger **before time runs out?**

Theme & Styling

- **Setting:** exterior of a monstrous brick-built tower and the surrounding alleyways (avoids complexity of interior modeling).
- **Art Style:** highly stylized anime characters with comic book-esque UI elements.
- **Music:** slick jazz/rock fusion, reminiscent of *Cowboy Bebop* (get an idea here on Spotify)
- **Overall Vibe:** *Cowboy Bebop* flair meets *John Wick* action.

Engagement Hooks

- **Free-Flowing Combat:** play it fast and loose; fly around the arena with your grappling hook and demolish foes with laid-back gun fu.
- **Style is King:** don't just button mash! You're rewarded for spicing things up with varied attacks, fancy techniques, and last-second dodges.
- **Arcade Replayability:** play again and again to improve your time and rack up more style points to get better ranks! Can you make it to S-rank?

Mechanics & Systems

- **The Grappling Hook:** used for both traversal and combat! Grapple onto an enemy to zip straight to them—or pull them to you! No more chasing people around the room.
- **The Style Meter:** flashy combos and well-timed dodges fill up your style meter, which you can cash in to unleash spectacular "Shiny Attacks," or to go into "Shiny Mode" and double your stats for a limited time.

Bosses

- **Johnny:** a speedster with high-tech electrified gauntlets who teaches you how to dodge.
- **Snakes:** a wall of muscle. Slow, but powerful.
- **Director Baek:** Johnny's speed with Snakes' power. A final test of your skill.

Tech & Tools

- **Game Engine:** Godot 4.5 with GDScript
- **Character Modeling:** VRoid Studio 2.8
- **Building Assets:** NYC-like City Buildings Set by Marcin's Assets

Coming May 16th!
See it on GitHub