

Title: Fethod the Ray and the Decaying Bay.

Description: Fethod the Ray must fight his way through an army of ghost fish killed by the horrible pollution in his ocean, as well as turrets left over from evil oil corporations! Fethod the Ray and the Decaying Bay is a 2D side scrolling action game which focuses on carefully using movement to destroy enemies and not the environment.

How this ties into the theme:

Standard WASD movement is coupled with a powerful bubble blast, meaning each time the player moves in a direction, they simultaneously shoot a projectile, creating a movement/weapon system. Additionally, the button to fire allows for a long press to activate a shield that protects the player from ranged attacks for a short time. The lights that are featured on the turrets in our game also feature lights with a dual purpose. These lights not only let the player know when the turret will fire, but if the turret is locked on to the player at all.

In short, the majority of our mechanics, whether they are control based or provide feedback always present the player with two or more pieces of information, or routes of strategy.

Platforms: PC/Mac/Linux