Characters and Stories

The Character and Why he was Chosen

The character that was picked was Lysander the Lizard. This was because the team liked that fact that he a lizard and seemed to have quite a lot of depth.

The Story Arc

The story follows Lysander on a gloomy evening in which he goes to a bar but doesn’t have enough money for a drink, so he ends up entering a food competition. Him and his friend Brian then go to the competition so they can buy a bottle of whiskey. 10 minutes into the competition, Lysander wins and claims the money. Brian cheers Lysander for winning but this makes the thugs he competed against angry. This then leads them to kidnap Brian. Lysander only realises this at the last second and then chases after them. Because of the intense emotion Lysander feels and all the food he’d eaten, he turned into a lizard. He beats up all the thugs and frees Brian but, before Brian can say anything, he passes out. When he comes to, he doesn’t remember what happened or how Brian got free, so he asks. Then Brain explains he’ll explain over a bottle of whiskey.

Game Mechanics

During the game, the player would need to be able to play and win the competition then beat up all the thugs. To win the competition, the player would need to continuously press a button faster than the other contestant to win. For the fight, the player would be able to press different buttons to be able to perform different attacks. One singular button would be a light attack, but a combination would perform a heavier attack. The attacks would have to continue to be carried out on the thugs until they were all defeated.

The Team Members:

Ngozi, Danyal, Muhammed, Sienna