

Final Group Project Pitches

Team Super Awesome Goated Team

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Game Idea #1: Party Style Fighting Game

- Party style fighting game, back and forth until one person wins. Map changes throughout rounds could make for a unique experience.
- Gameplay: As opponents are defeated, the winning player moves through the game. When a losing player dies in combat, the winning player has to run to their opponents side of the screen, if they make it both players respawn at and a win indication is incremented one more for winning player.

Controls/Movements: Left and Right movement, jumping, combat controls.

Includes: game start build loadout (items/weapons/ability), one/two character models

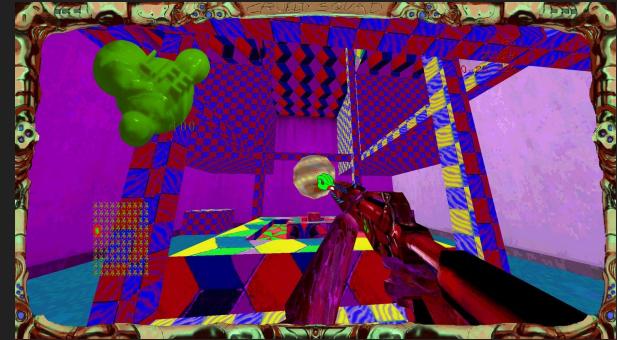


Game Idea #2: 1st person, movement shooter, arena level, roguelite

- A run-based (roguelite) game where the player fights through waves of enemies in different arenas.
- Progress certain checkpoints in a run to unlock other weapons and abilities to use in future runs.
- Focus on smooth and satisfying movement like a slide, wall jumping, grapple hook, dash, etc
- Fun gunplay inspired by games like Ultrakill.
- Unique art style and aesthetics inspired by games like Cruelty Squad & Straftat.

Controls/Movements: running, jumping, wall jumping/running, dashing, sliding, and grapple hook.

Includes: Unlock items from defeating levels/bosses, certain points unlock in game weapons or abilities.



Game Idea #3: Multiplayer Fighting Game

- 3rd person, two person game with one keyboard to control (wasd + arrow keys)
- Like: Brawlhalla, Super Smash
- Game loop: As players move and fight on terrain, camera pans slightly to view both players on screen (unless player is knocked off terrain). Players fight until health bar and lives of other player is depleted (3 lives). Player respawns after each death except 3rd death that constitutes game over. Items dropped into game world for use in fighting and healing

Controls: Regular attack, special attack, air attacks, wasd + arrow keys

Includes: character choosing screen, game items/weapons, at least 1 unique map

