

Battle Beasts

Christopher Canaday, Colin Canonaco, Noah Dahle,
Stephanie Hill, Jake Looney

What is Battle Beasts?

- Video game where you customize a beast and advance through a tournament bracket through turn based combat against other beasts
- High customization potential for beasts
- Power of attacks changed by playing short minigames
- Made using Godot with C#

Username Selection

- The username selection screens allows a player to choose their name that will appear in the bracket and fight scene.



Before name input



After name input

Beast Customization

- Players are able to customize their own beast to use within fights.
- Players first choose their beast, then their beast's modifier.
- After that, the player can select their beasts individual attacks .
- Once a player is satisfied with their beast, they may advance to the bracket.



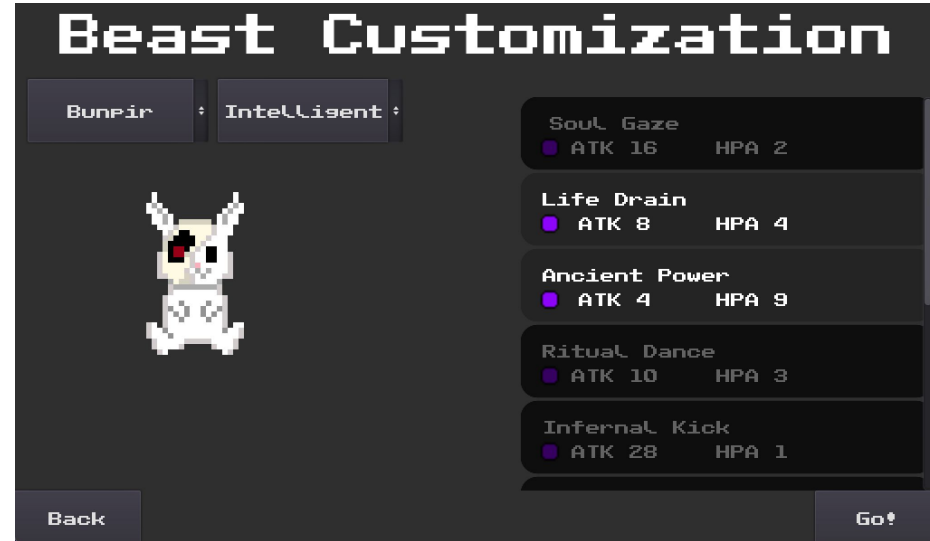
Beast Customization



Players must first choose their beast before selecting modifiers or attacks.



Each beast has a unique selection of modifiers to choose from.



Players then select from their beast's unique selection of attacks. After selecting four, they are able to advance.

Bracket

- Players may select between the ultimate bracket (up to 3 fights) or the regular bracket (up to 2 fights) to play in.



The ultimate bracket.



The regular bracket.

Fights

- Fights follow a turn based combat system where players and the AI opponent alternate moves.
- On the players turn, they select one of their four moves to preform.
- After that, a fight mini game will start. The better a player does in the minigame, the more damage their attack will do.
- The fight continues until either the player or opponent's health drops to zero.

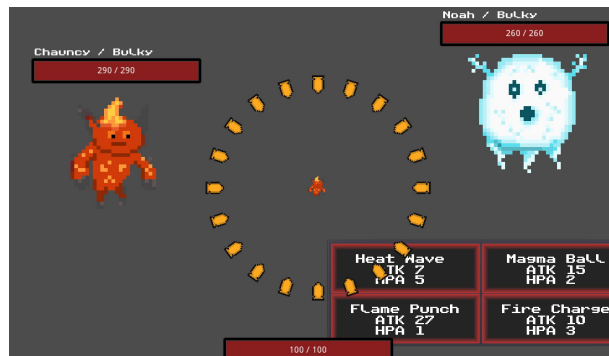


Fight Minigames



Quick Time minigame:

- A letter pops up on screen after a random amount of time.
- Players must press the corresponding key on their keyboard.
- Faster reaction times yield higher damage.



Bullet Hell minigame:

- Players control a miniaturized version of their beast and must navigate around bullets flying in from all directions.
- The more bullets you dodge, the more damage you'll do.



Power Slider minigame:

- Players must attempt to stop the slider as close as they can to the center by pressing space.
- The closer to the middle you are, the more damage your attack will do.

Game Loop

- The player advances through the bracket by winning matches with their beast.
- Winning the final match or losing at any point returns the player to the main menu.

