

Spell Stealer - Working Title

Teamwork Makes the Dream Work

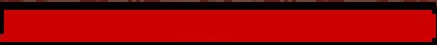
Product Owner: Corey Comish

Gameplay Designer: Jake Lambert

Asset Manager: Bowen Hou




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Overview

- 3D Top-Down Dungeon Crawler
 - Dark Fantasy Art Style, 5 Levels, Hub World w/portals
 - Game Loop: Explore level, kill enemies, progress...
 - Unique mechanic: Upon killing an enemy, swap one of your attacks with theirs
 - Ending Boss Battle (Mini bosses?)
 - Story/Lore?
- 

Ant

1,855 tris



Mechanical Demon

1,191 tris



Fat

2,179 tris



Eared Crank

1,644 tris



Crab

1,109 tris



Bugrimov
Maksim





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