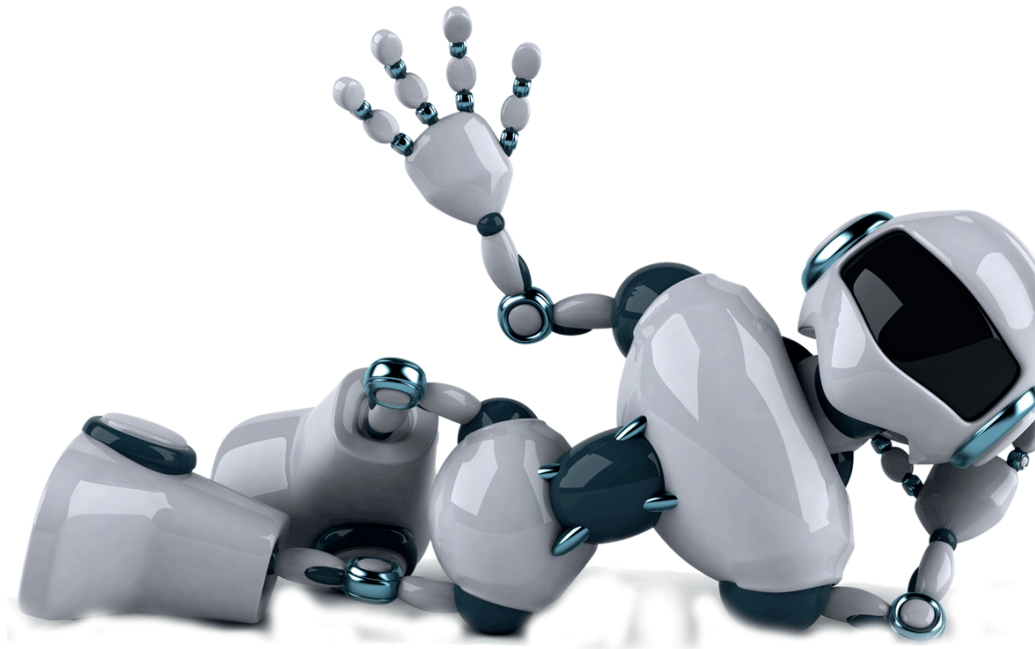


RoboFight



Alessandro Provenzano



Overview

- **Concept.** Battleground game. Dynamic, fast-paced, competitive.
- **Género.** Basically FPS.
- Set in the future. The map is mostly made by steel but woods, abandoned buildings and mountains can be found as well
- **Plataforma.** Compatible with PC, Xbox and Ps4
- **Tipo de Jugador.** The game is rated for players older than 16 years old.
FPS lovers that also don't need a team or that don't have to play so much to be at the same level of the friend.



Competitive Analysis

- **Reference.** PlayerUnknown's battleground, Fortnite, Overwatch
- **Competition.** Spellbreak
- **Características diferenciadoras**
Robots have to assimilate steel or high-tech items to obtain power-ups and fight against each other.



Narrativa

- Is a tournament in the future where humans made these robots with an A.I. that have to fight to entertain them.

Gameplay

- **Objetivos del juego.** Kill all the enemies in the map
- **Mecànicas bàsicas.** Survival shooter. You have a life bar that you can refill.
- You can play alone, with friends or team up with random players; a voice chat will be included to speak with your team without third party programs.
- You can assimilate different objects to obtain power-ups and different types of weapons, either melee or ranged. This hi-tech items allow the player to unlock special abilities like camouflage, enhanced jumps or attach to walls.
- Your opponents might be tough to kill but making up a strategy will allow players to easily overwhelm them.