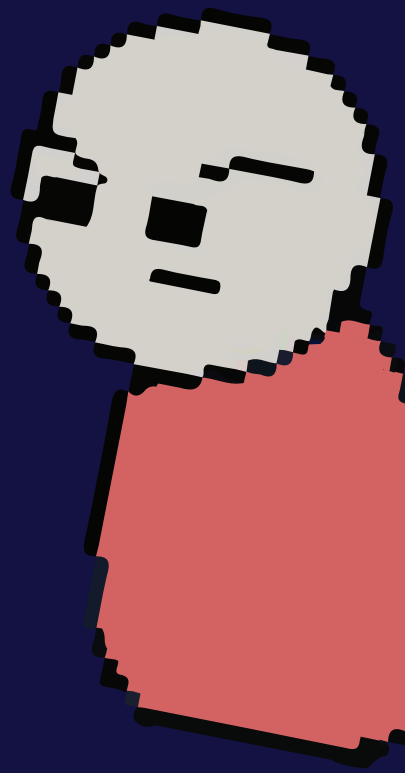


OTOT (Only Takes One Throw)

By: Jerold Aquino and Hanzo Castillo



Rock Paper Scissors meets Pacman in this fast-paced two-player game where our players are dropped off in a maze with random blobs here and there. The blobs contain one of three basic throws, either rock, paper, or scissors, and you have to choose only one. After a few seconds, you need to show it to your opponent and fight each other. However, things can take a drastic turn when you get hold of the rare powers the maze provides.



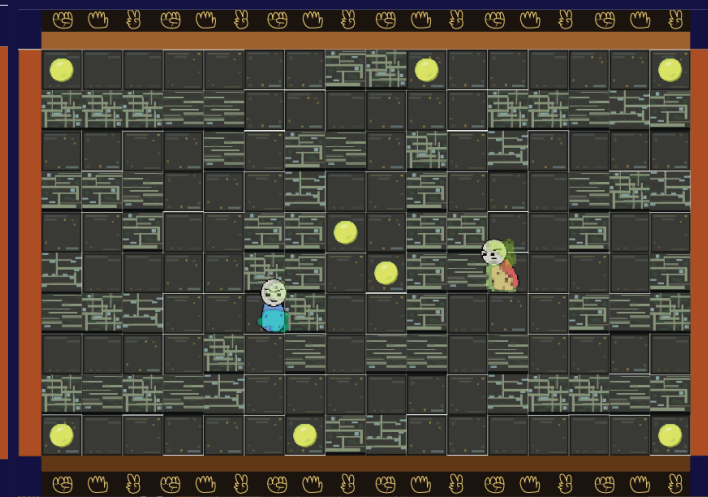
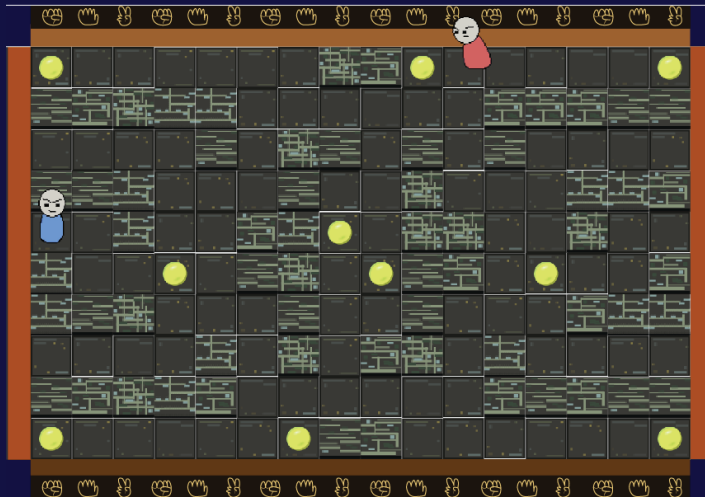
MECHANICS



Player 1 and Player 2 start off in a maze. They have 10 seconds to go through the maze and get one blob. The amount of green blobs can range from different environments. What they contain are randomized each round. When a player eats the blob, it will show its content exclusively to the player in a separate box (this will be in separate clients). You cannot get the blob that an opponent has. However, the players have an option to vomit the blob for another one. After ten seconds, what they got will be revealed and put to the test;

Rock beats Scissors,
Paper beats Rock,
Scissor beats Paper,

Stick beats all,
All beats Nothing.



There are some exceptions. The game can turn massively different when you get hold of rare blobs that look weird...

The Stick - Automatic win for the round, the forbidden fourth pick
Nothing - Player might get a blob that contains nothing



HOW TO PLAY

MOVEMENT

W - player goes up

A - player goes left

S - player goes down

D - player goes right

ACTION

Space - Eat Blob

If Has Blob

Space - Vomit Blob