



# Level 1: The Forest



# Features

- Chaining attacks
- Damage threshold / health drain
- Executions
- Axe throw
- Grabbing enemies
- Bushwhacker trip attack
- Perks:
  - special axes
  - hats (passive bonuses)
  - trinkets (activated bonuses)

# Level 2: The Battlefield



# More Features!

- Riflemen: fire at range, switch to melee
- Hiding behind obstacles
- One-use weapon drops



# Level 3: The Ballroom



# The Technicals



*i* $\pi$  iPi Soft

# Inspiration





Draft it up!

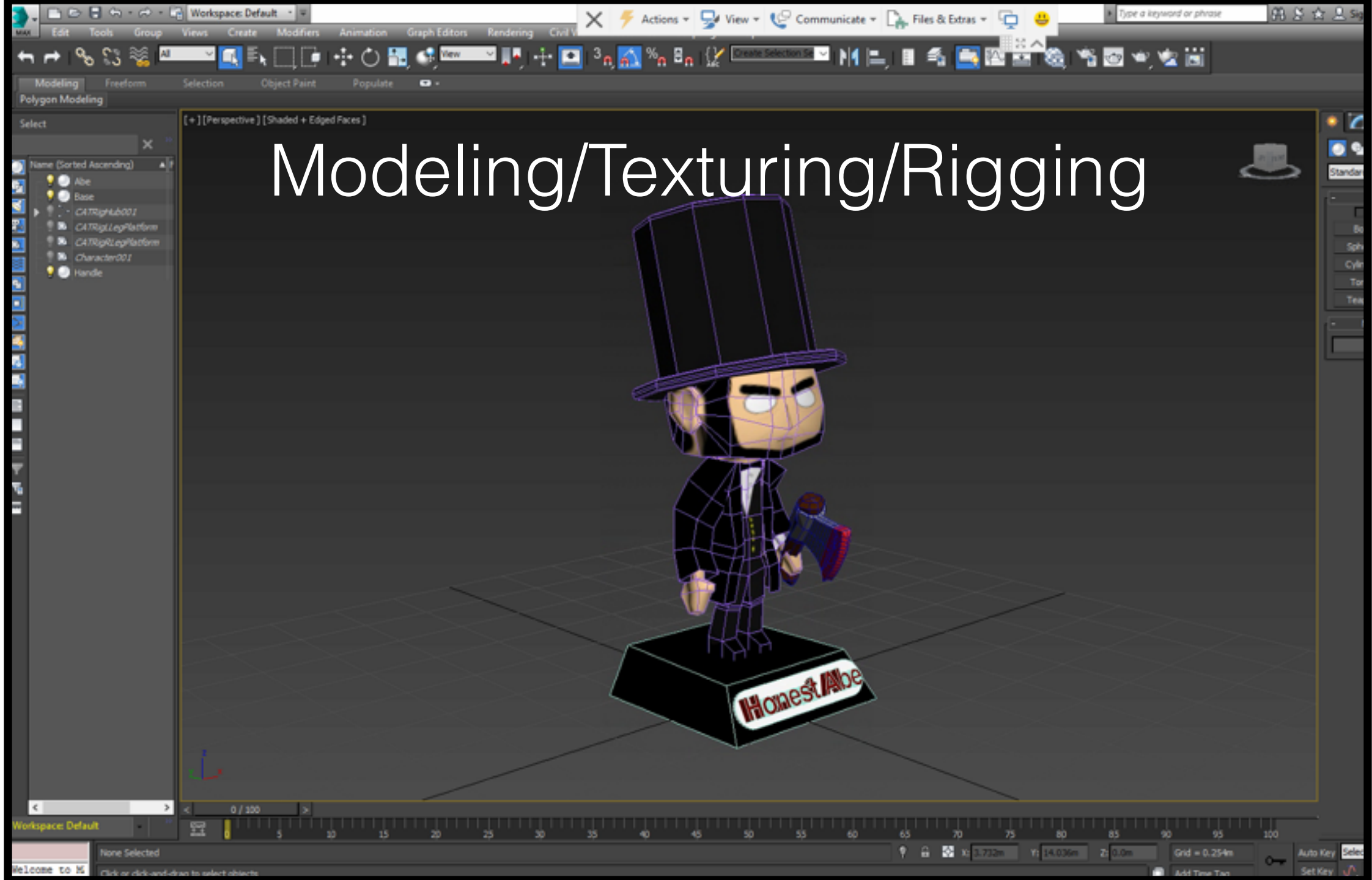


Week 1

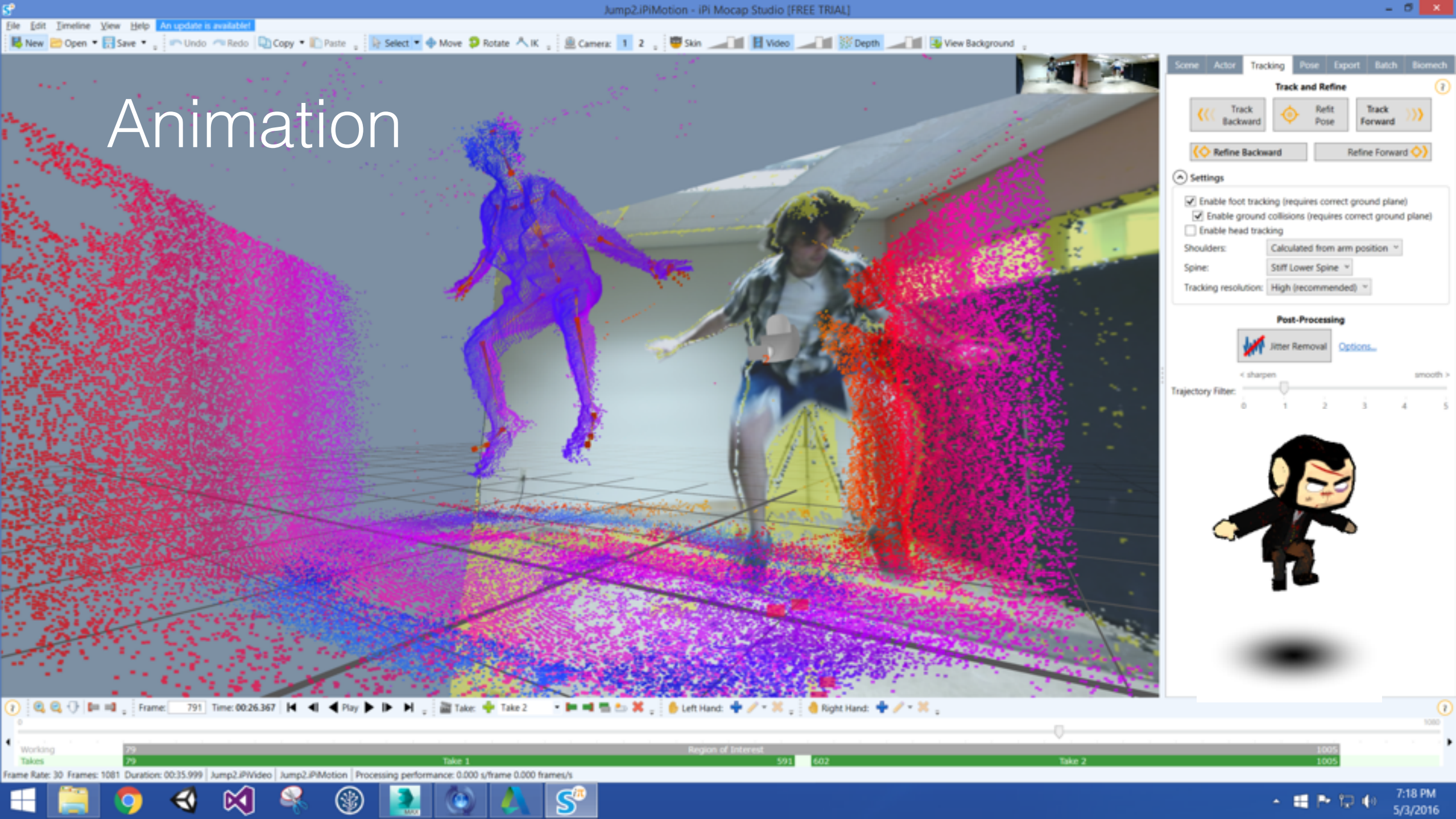


Week 15

# Modeling/Texturing/Rigging







# Animation

Hold  to pick up items

# Credits

Chris Toups	Producer / Sound Designer
Ted Mader	Lead Developer / Developer
Kyle Whittington	Head of Marketing / Lead Artist
Maurice Robert	Developer / Game Designer
Rachel Farrell	Developer / Game Designer
Edward Garcia	Developer / Artist
Parker Sprouse	Developer / QA Tester
Breana Crump	Developer / QA Tester
Christian Simmers	Artist / Game Designer
David DiMaggio	Sound Designer / Game Designer

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