



Price is Right - GDD

Team 06 - CS596

Overview

Our game is a 3D multiplayer brawler where you fight other players and try to knock them out of the map.

Objective

The goal of the game is to be the last one standing on a map.

Combat

Every attack makes you more vulnerable to being knocked away. Take enough hits and you'll be thrown off the off the map.

Classes

Every class has a unique attack set and player model.

Wizard



Medium range fireball

Knight



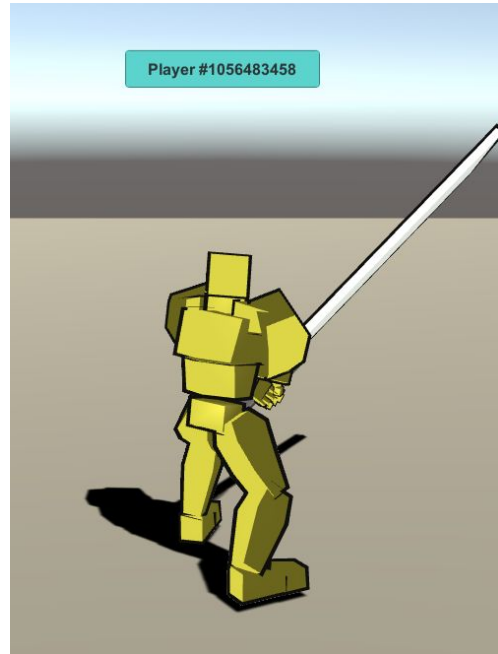
Light, fast melee attack

Rogue



Long range arrow

Warrior



Heavy, slow melee attack