



DEVELOPMENT TEAM



Founded in Milan for NGD 2018.

PROJECT OVERVIEW

- Party game where you play with or against your friends. Teams are mixed every round, but only one can win.
- Working title: Dumb&Drunk
- Genre: couch party game
- Format: PC, PS4. Controlled with Android.
- Target audience: casual players
- # Players: 4 players
- Tech: Unity 3D



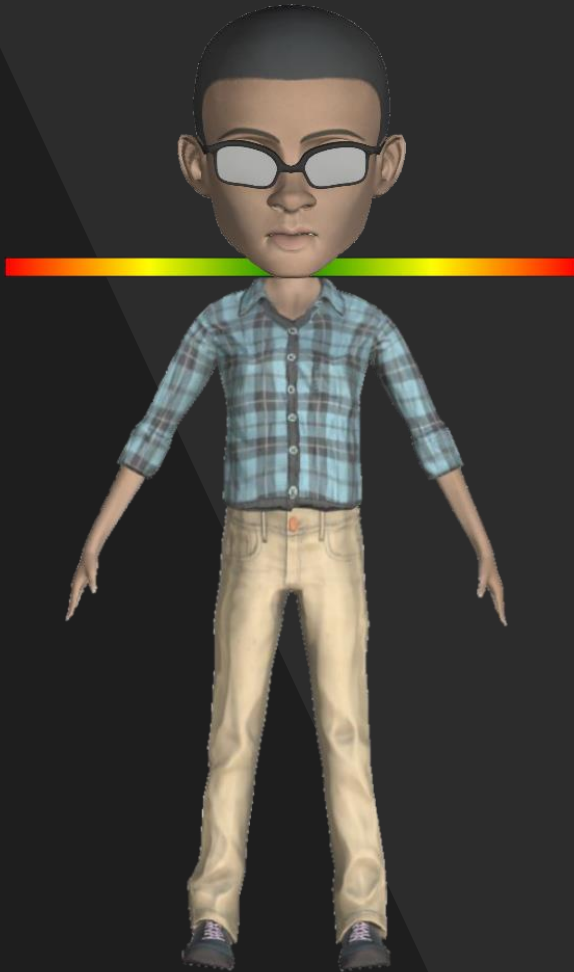
STORY

Four friends and roommates return to NYC after the holidays, so they decide to have a drink together.

After too much beers they return home, but only one bed is usable! The one who reach it first will sleep comfortable on it, while the others will sleep on the hard and cold floor.



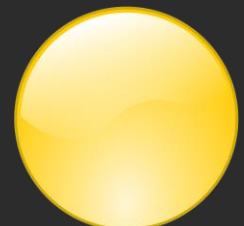
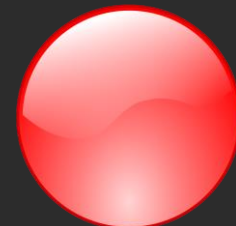
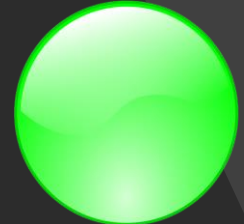
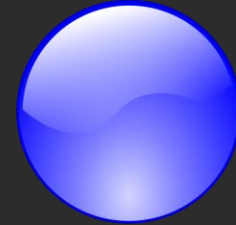
GAMEPLAY FEATURES



- Absurd controls: 4 buttons, each controlling a different limb.
- Random-chosen controls and axes. Every time you fall, they change.
- Different difficulties: each crazier than the other
- Balance Bar: tilt the phone to keep the player on his feet

GAMEPLAY FEATURES

- Matches: divided in rounds. The first player to reach 10 points wins.
- Round: divided in two phases, the winner/s of each phase gains 1 point:
 - 1° phase: players are divided in 2 teams and try to collect keys.
 - 2° phase: the two players who won the first phase race each other, while the others try to make them fall.



UNIQUE SELLING POINTS

- Party game for PC and PS4, controlled using smartphones.
- Rounds where teams are mixed every time, balancing the game.
- A lot of different stereotyped cities (NYC, Paris, etc.), every of them with their obstacles, scenarios, sounds and characters.





00:56

0 - 0





EXECUTIVE SUMMARY



- Coop and PVP couch party game
- Casual players
- PC and PS4
- Controlled by smartphones
- Random controls
- Different stereotyped scenarios



Logronio Gabriel -

gabriel.logronio@studenti.unimi.it

Team leader, design, programming



Berto Riccardo -

riccardo.berto@studenti.unimi.it

Game design, cinematic



Linguerri Mattia -

mattia.linguerri@studenti.unimi.it

Game design, programming



Mainardi Filippo -

filippo.mainardi@hotmail.it

Sound design