Project Pitch Document

# Art Style and Mood

The game is going to be in 2D and have the structure – background – platforms-floor. There going to be a selection of three different backgrounds to choose from. They will be based on historical places and will be associated with dictators or historical events. The style of backgrounds is sketchy, panting-like with dark, faded colours. The characters will have brighter colour palette to stand out from the background. The animations will be done using bone based technique and will have various movements.

# Gameplay

The game will be a chaotic and fast paced arena style fighting game featuring famous historical dictators. Up to four players will be able to battle at a time across a multi-platform level controlling characters like; Hitler, Stalin, and Fidel Castro. Players will have the ability to punch, kick, and throw their opponents around the arena, and off ledges until one player is left standing after the best of three rounds. Each dictator will have both a close range and long range special ability and there will be various power ups scattered around the battle ground for the player to pick up. These will range from health to armour, and from increased damage to increased speed.

# Unique Selling Points

* Fast paced action for two to four players.
* Play as your favourite Dictator.
* Devastating abilities to turn the tide of battle.
* Fight in arenas filled with platforms and pick-ups.