Game Name: Pit-Pat

Description Short:

- A 2D top-down grid-based rhythm game in which the player must defeat enemies by timing their command inputs to the beat.

Description Long:

- Taking inspiration from Crypt of the Necrodancer and tactics games like Fire Emblem, in Pit-Pat you control a knight facing off against the forces of darkness in a final stand. The player must continually press inputs on the beat in order to act, while the computer simply acts every 3 beats. The player has a number of weapons at their disposal, each of which does a different amount of damage and attacks a different area. Eventually, the enemies will overwhelm the knight, but how many will fall to your blades before that happens?

Genre: Rhythm, Tactics

Platform: Unity/PC

Credits:

- Game created by Ian Jeannin.
- Art by https://www.patreon.com/pixelarchipel