

# <Paper Cuts>

## Overview:

Something tear-able is amok in the folded dungeons of Sheets. Here, where the envelope is pushed and the residents paper-thin, terrible creatures have begun to roam! You are a gladiator, plucked from your idyllic occupation and thrown into the arena to fight the incursion of strange, three dimensional beings that have begun to assault your world.

Participate in battles against uncanny, unwanted invaders. Use the fame you achieve in your victories to purchase weapons, armor or powerful abilities. Remember, in this world, the pen and the sword are one and the same!

## Project brief:

Paper Cuts is a gladiatorial, arena fighting game which pits the player, a paper thin denizen, against a never ending horde of 3D monsters armed only with the ceremonial weapon of their lined home, the mighty pen. The gameplay transitions between 2 'phases', the combat phase, in which the player fights a series of monsters at a set rate, procuring "ink" for which to purchase and upgrade equipment in the second phase, 'rest.' During the rest phase the player can try new weapons, learn powerful spells, and prepare for their upcoming trials.

## Mechanics:

Faux-3D combat. Characters move in a 3d space, but all assets barring the enemies are rendered in the old-school style of flat sprites stacked to give the illusion of three dimensions.

## Aesthetics:

The majority of the world is created in a diorama-like fashion, walls are lined like notebook paper, characters are drawn and animated as if they were sketches. In sharp contrast with this deliberate look and feel, the monsters are modelled and animated in 3D, giving them an unnatural feel within the established world.

## Influences:

Paper Mario  
Doom (Original)  
Delver