RATTLING RAID

Project: Warrior Infested Planet [WIP]

3D arena-fighting game

Spherical map

King of the ~~Hill~~ Planet

3rd person camera

Platform: PC with controller

Different areas & buffs

Snowy place

Making snow angels activates stealth for 10s

Buildings

You can use them for cover
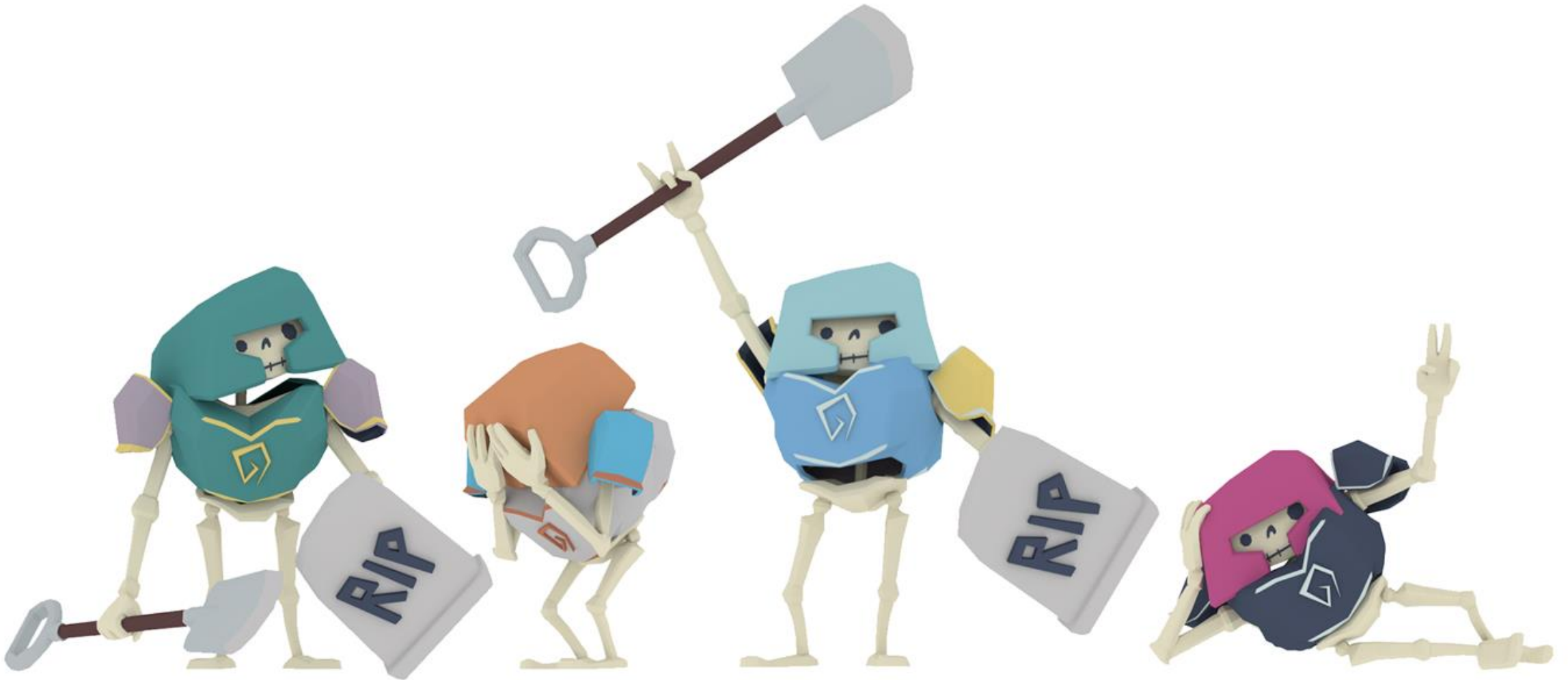
Connected teleports

Activatable traps

Desert

Has spots that slow you down

Cactus juice makes your cooldowns shorter
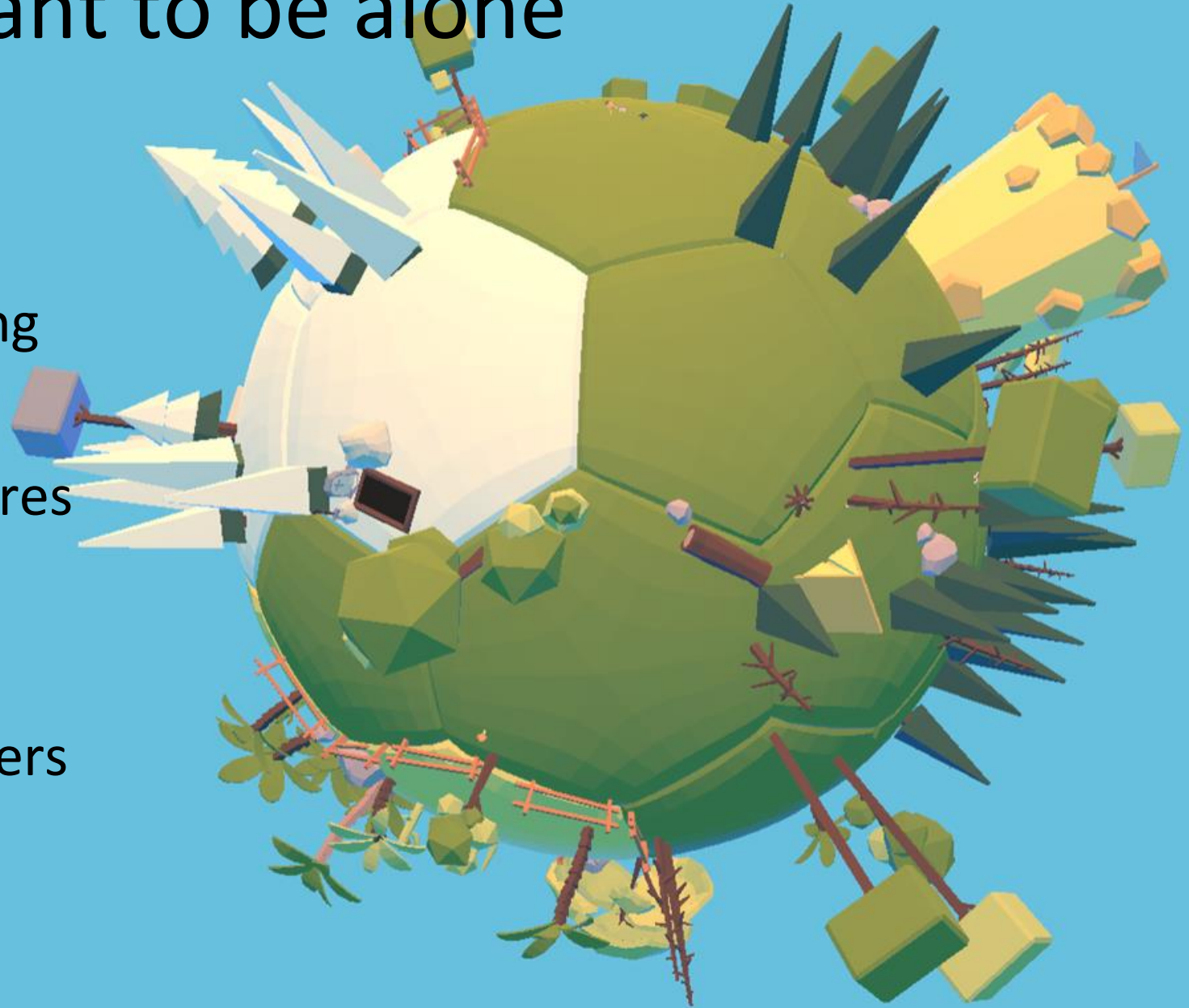
Characters

Work smart, not hard

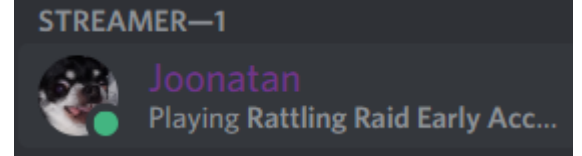# Made of bone and want to be alone

Goal of the game:

   be the last skeleton yeeting

Utilize attacks, buffs and structures
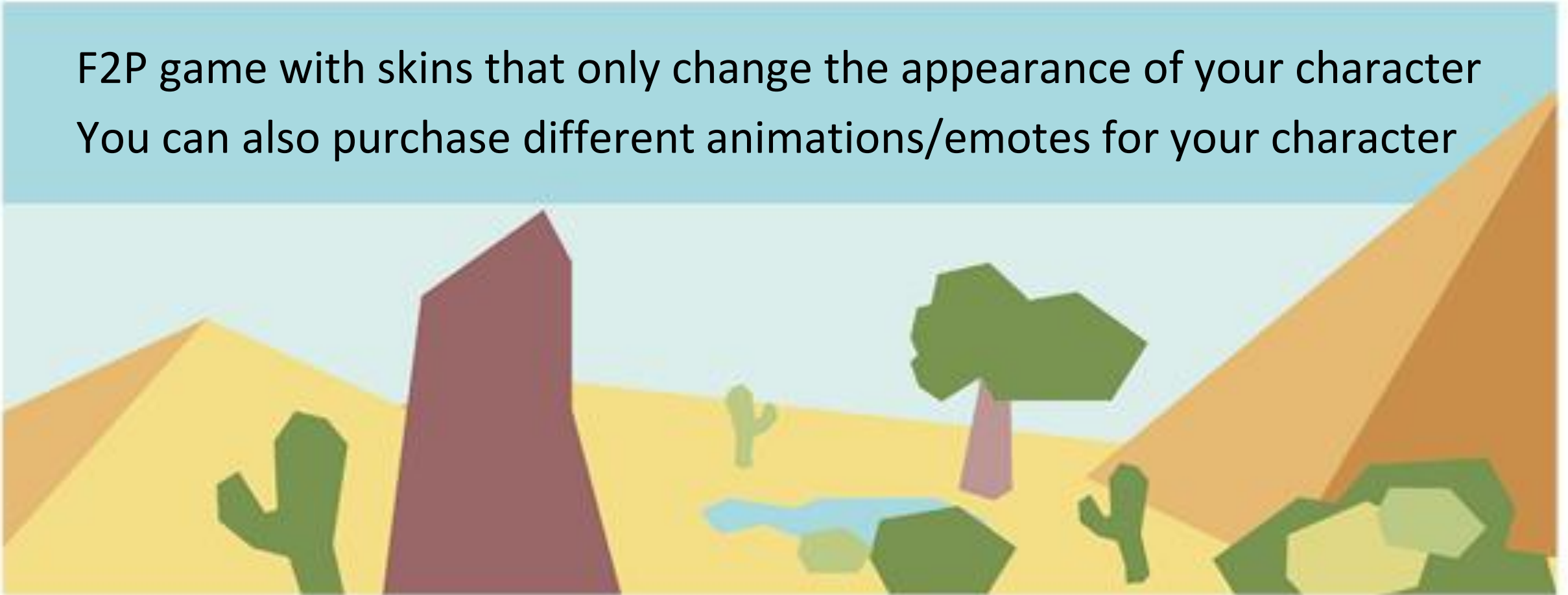
to achieve that goal

Target audience: fellow youngsters
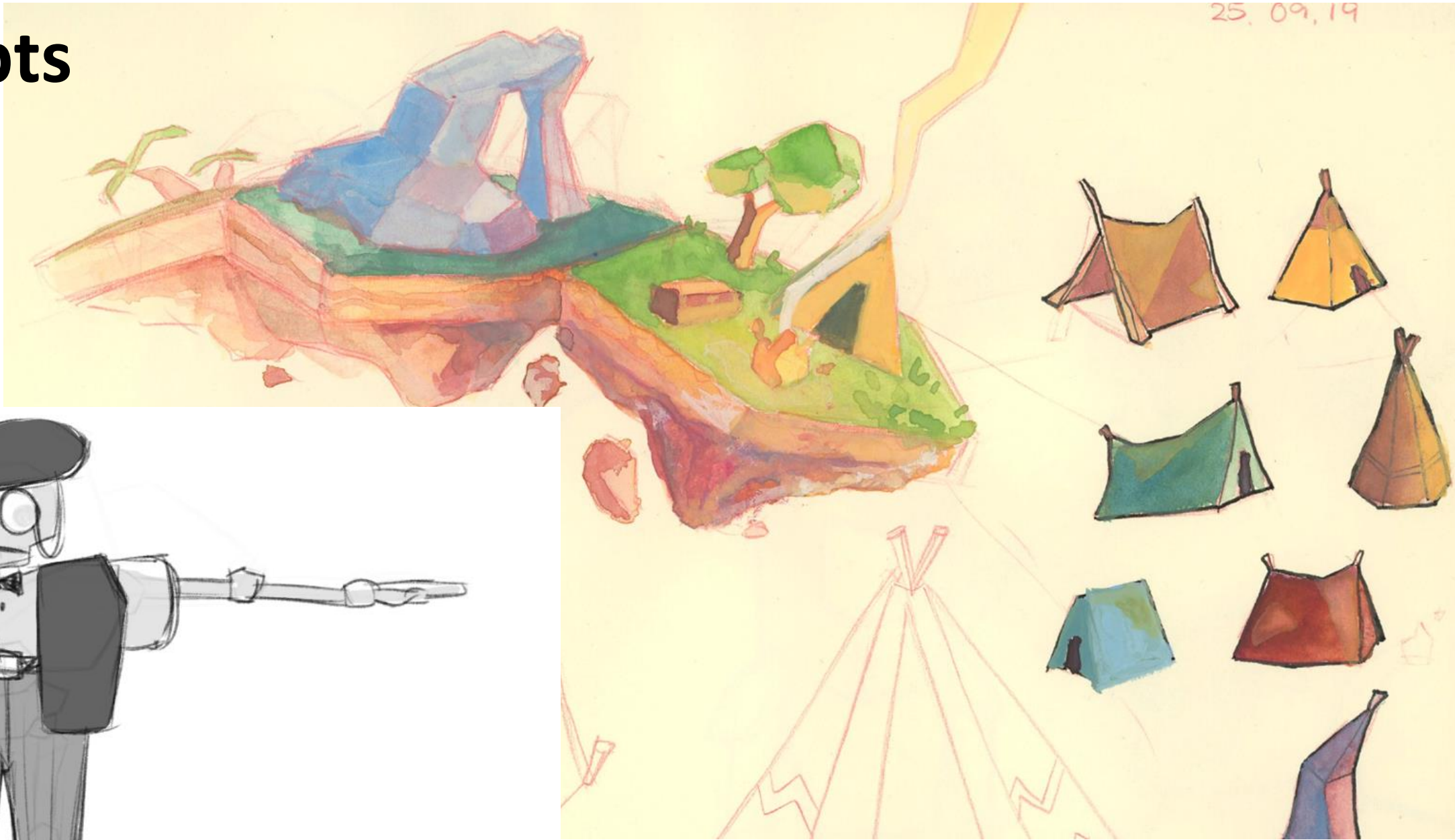
Monetization and pricing

F2P game with skins that only change the appearance of your character

You can also purchase different animations/emotes for your character

Gameplay time!

Concepts

Early development

The Team

- Game Lead
- Programmers
- Art Lead
- Artists
- Producer
- Composer