

Spheres Must Die

Game Description

You wake up and find yourself in a small room with four pillars. Behind each pillar lies a tunnel, each emanating a feeling of immense power. Armed only with the weapons provided, you must fight for survival against the titans that inhabit this strange plane in order to reclaim your freedom.

Spheres Must Die is a short FPS boss rush. The goal is simple - defeat each boss by destroying their weak points while avoiding their attacks. Each boss will provide the player with a specific weapon that must be used to defeat it. Clearing each boss will reward you with your freedom.

Creator Statement

This game was created over the course of three weeks for the National Ian Schreiber Game Jam Foundation. The goal when designing this game was to create an FPS with four unique bosses that each used the same core mechanics. Creating four separate bosses with their own required guns and strategies on top of a very simple set of static mechanics allowed for the designers of each boss to creatively express themselves. For this jam, we went in with the goal to create a complete and challenging experience that could be played from beginning to end.