

Rebound (Julian Stockmann, Tom Häschke, Samuel Wunderlich, Michael Häglsperger)

Platform: Pc/Windows

Target Age: 12-25

Rating: E10+

Controls: Controller, Keyboard

Game Summary:

Four Robots have been thrown into an arena by their ruthless overlords to bombard each other with balls until their last fuse gets blown.

To achieve victory, the robots need to use all their individual abilities and special attacks to get the ball into the goal of the enemies while constantly keeping an eye on their own goal to prevent the opponents from scoring.

Alternatively there are multiple different arenas and play modes in which the robots can compete with each other or must work together to achieve a common objective.

Game Outline:

The players are on a quadratic field with goals on each side. The objective of the game is to score goals, which gain points, while hindering the other players from scoring in ones own goal, what causes loss of points.

The characters can freely move around in a certain area in front of their goal. By the orientation of their shield they can control the velocity and trajectory of the ball. The properties of the ball can be affected throughout the game by collecting and using powerups. Depending on the game-mode, multiple balls are also intended.

On the right hand side there is an exemplary 2D arena.

The arenas in the future game will have multiple different designs and also unique mechanics and events. The game will be realized in 3D to improve the user experience.

Unique Selling Points:

- Multiplayer / Party game
- Many different modes
- Exciting comic style visuals
- Many interesting abilities
- Tests your tactical finesse

