# Genre

Top-down 4-player Local Multiplayer Single-screen Splatoon inspired Minigame

# Core Mechanics

You can spread color over the map. More color equals higher score. Game runs on a timer, most colored in surface at end decides winner.

Dash, which has a short cooldown, you cannot spread color through dashing.

**How can you spread color?**

Trail behind players, Chargeable Projectile (which slows you while charging)

**What happens when you hit an enemy with a charged Projectile?**

Stun by charged projectile, loose eventual charge. Knockback.

Must not have:

Classes, Ammunition

**Controls**

* Left stick to move
* Right stick to aim
* LB to dash
* RB to charge

# Development Environment

Unity, Git+LFS

# Technical Specification

Obstacles (walls, holes in ground), no elevation,

# Level-Design

A picture containing text

Description automatically generated

# Time plan

Graphical user interface

Description automatically generated with low confidence

# References

[Splatoon - Painting Effect in Unity](https://www.youtube.com/watch?v=YUWfHX_ZNCw&t=0st)

[Splatoon Ink Effect](https://github.com/mixandjam/Splatoon-Ink)