

Acid Knockout Alpha

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About Acid Knockout

Acid Knockout is a cute-horror king of the hill style game in which you defeat waves of various enemies.

- Premise- Kennedy, a normal girl, is busy throwing back tabs of acid in a back alley. Suddenly, a magic portal appears before her and, drawn by some mystical force, she jumps through. She appears in a nightmarish world where hordes of enemies come to attack her. Players must defeat the enemies and progress in order to get home!
- Core Gameplay Loop - spawn on static level, enemies spawn, defeat enemies, collect powerups, repeat
- Unique, cute horror-style art!
 - Art made in Photoshop and Piskel
- Static Side-View Camera
- Fast-paced action
- Product Specifications- Single player, Windows 10
 - Built in Unreal

Changes from the Pre-Alpha

- We have a title now - **Acid Knockout**
- Enemies have movement now! (Yay!)
- Added animations for the character, stage, and original enemy design
- Two additional enemy types
- Title screen designed, animated, and functional
- Settings screen with toggles for effects and music added

Game Design

- Enemy movement working again
- Powerup added
- Two additional enemy types programmed
- Title screen added
- Settings added

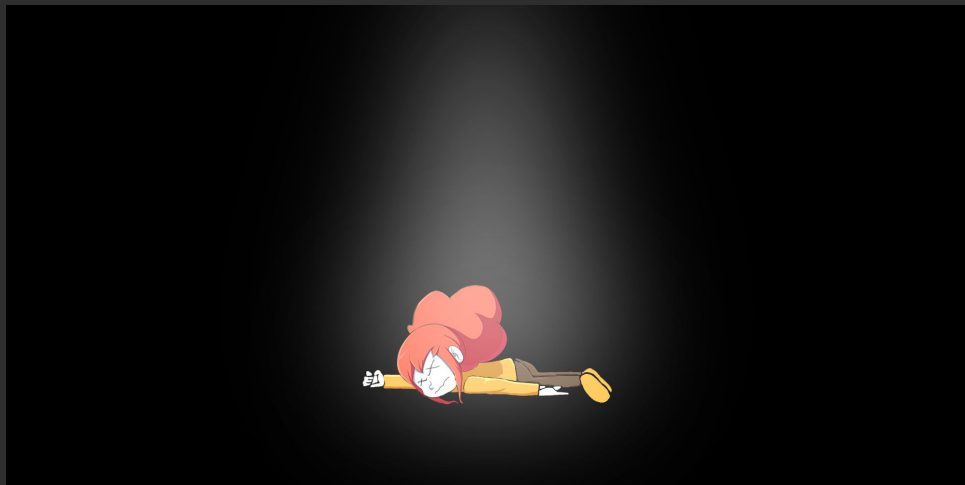
Title Screen

Final Kennedy Title Artwork



Current Version with Placeholder Art

Settings and Game Over Screens



Level Design Refinements

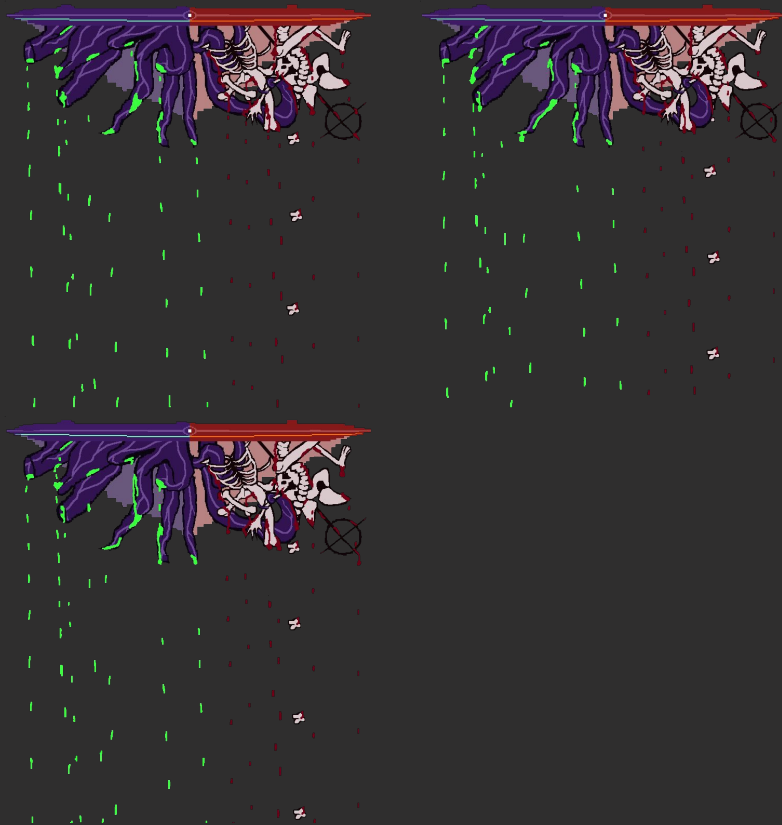
Old



New



Platform Drip Animation



Kennedy Animation



Run

Jump

Gun

Hurt/Death

Walking Enemy Animation



Walk

Attack

Death

Flying Enemy



Jumping Enemy

