

Team ? Pitch

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Idea & Camera Inspiration



Super Smash Bros. Ultimate (2018)

Brawlhalla (2014)



About the Game

Super Smash Bros style king of the hill game in which you defeat waves of enemies on various differently themed cute-horror style levels

- Premise - “king of the hill” with various levels, defending a certain item that corresponds to theme of level.
- Core Gameplay Loop - spawn on static level, enemies spawn, defeat enemies, level up equipment/stats, get new abilities/weapons etc. (finish level go to next one, tbd)
- Art Direction - cute horror
- Setting - cross - 2D side view
- Product Specifications- Unreal, single player
- Enemy type would match the levels in some form
- Some potential level ideas are:
 - Zombie
 - Underwater
 - Unmuted Zoom users
- Possible simplified character class (late implementation)

Focus Group

When it comes to a fighting game...

- Easy to understand and manageable controls are crucial.
- People want to see unique character design with a fitting moveset.

Environment, art style and color palette

- People were attracted to a unique, more stylized art style.
- Proper use of color is important in its ability to set a mood.

Weapon and ability preferences

- A variety of weapons that fit a variety of playstyles is ideal.
- Speedy and flashy combat is generally preferred.

Art Style Inspiration



Mega Man Legacy Collection 2 (2015)

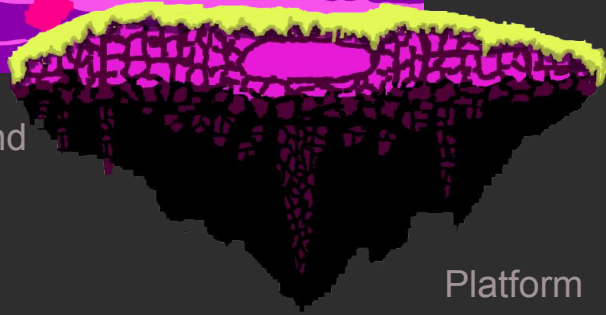
ACA Neo-Geo Metal Slug V (2003)



Background, Platform, and Middle Ground Concept Art



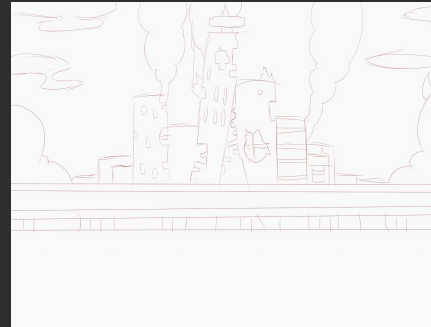
Background



Platform



Ruined city concept



Color Palette Inspiration

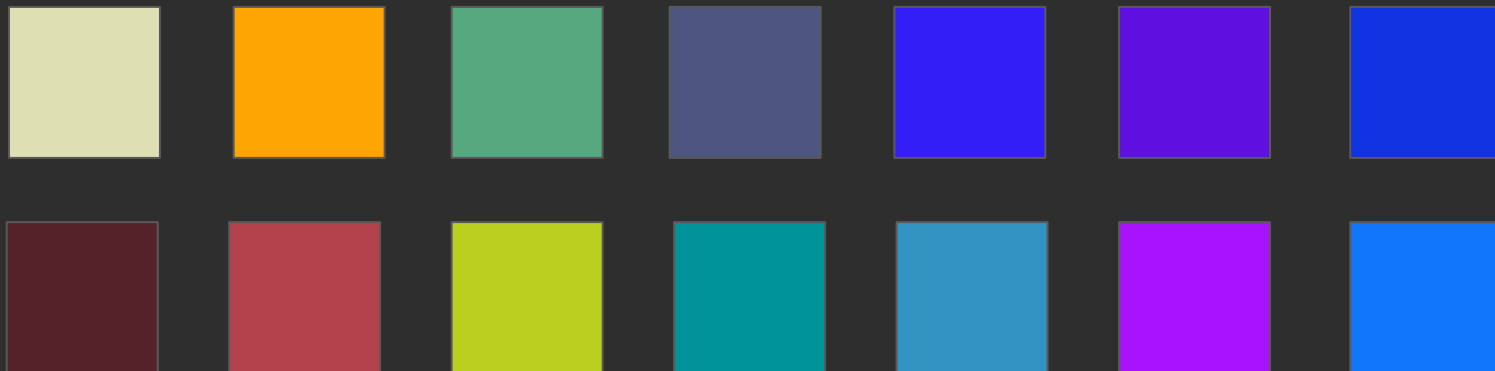


Shovel Knight: King of Cards (2019)

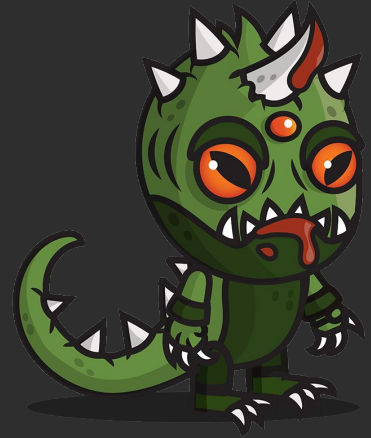
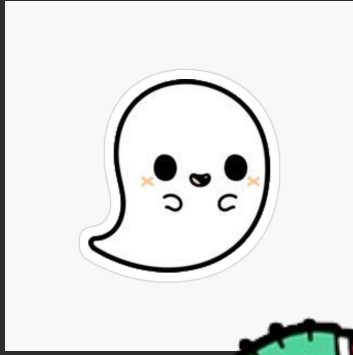
Alterations



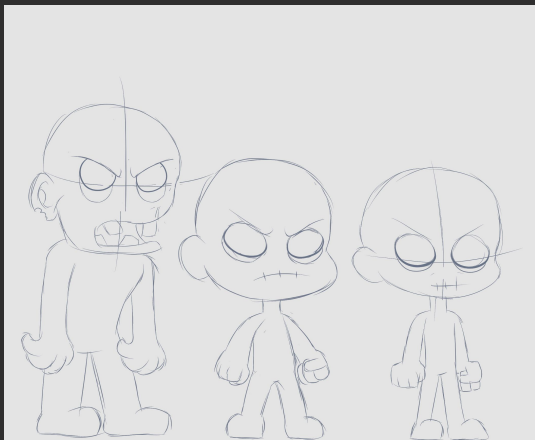
Color Palette



Character & Enemy Inspiration



Character Concept Art



Enemy Concept Art

