Sprint 3- Acid Knockout

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About the Game

King of the hill game in which you defeat waves of enemies on various cute-horror style levels.

- 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, level up equipment/stats, get new abilities/weapons, repeat
- Unique, cute horror-style levels!
  - 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 Prototype

- Environment Art more in line with style and concept
- Player character and enemy style refined
- Player character and enemy sprites added
- Premise and story written
- Main theme (music) composed, sound effects selected and modified
- Base class, inheritance, wave spawner

Game Design

- Added inheritance and base class functionality
- Wave spawner
- Gun weapon functionality for attacking

Sound Design

- Main theme added
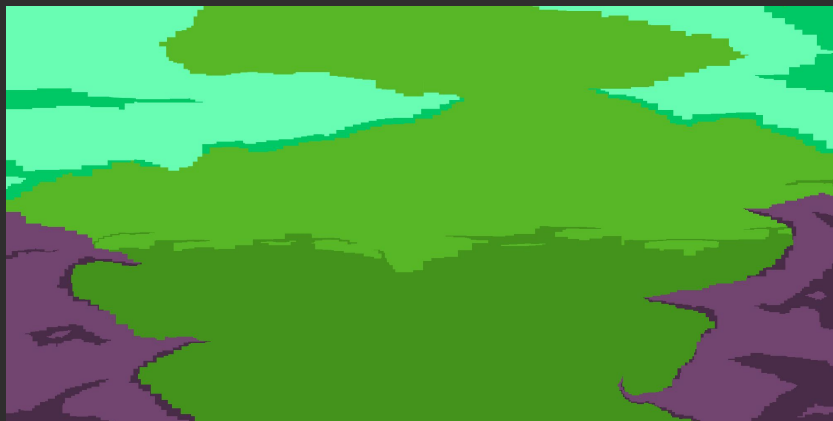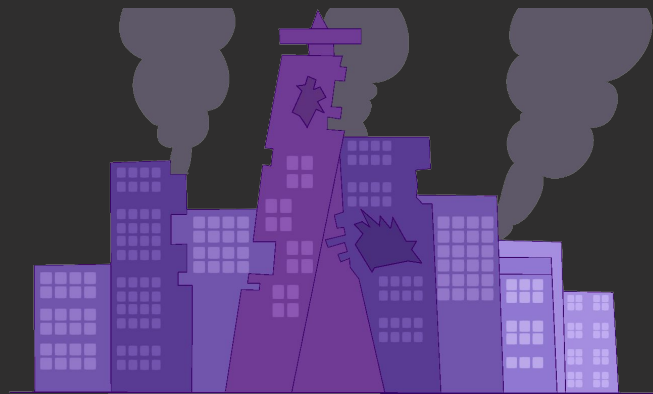- Sound effects edited and implemented

Theme

Gun Shot

Jump

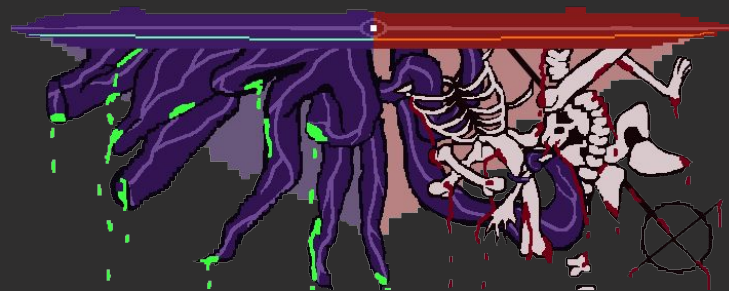# Background, Platform, and Middle Ground Art
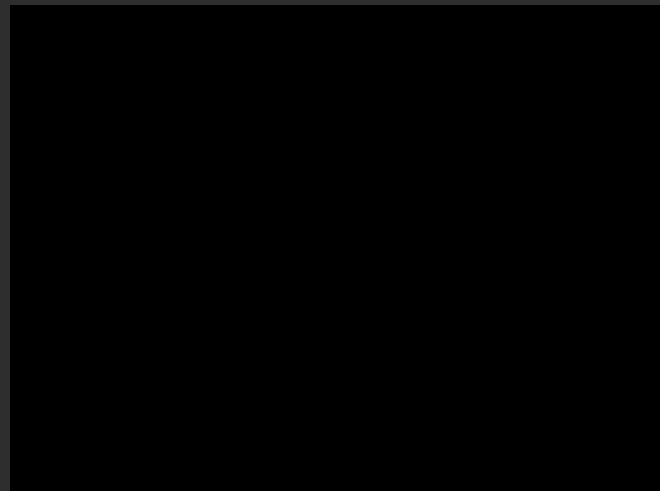

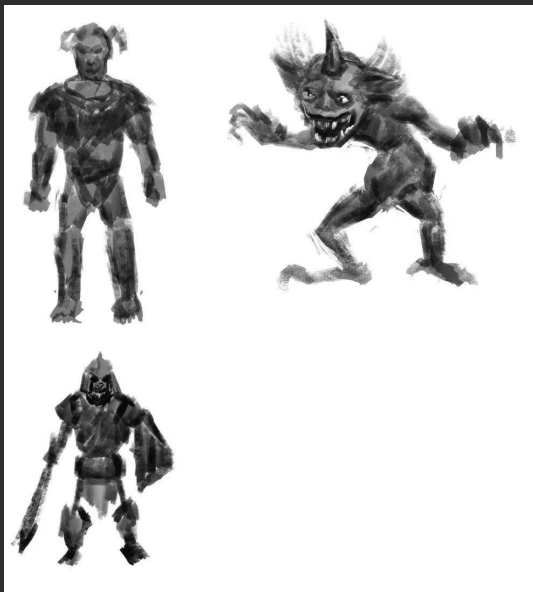Background

Platforms

Ruined city midground

Kennedy Concept Art

Kennedy Sprites

New Enemy Concept Art

Goblin Sprite