

TDDD23 Game Project Plan Ernte Dunk

Game Idea

“Ernte Dunk” is a 2D-Local-Multiplayer-Brawler in which each player controls a turkey in free fall. The aim of the game is to knock the other player against the wall until they are out of lives. As the game progresses the map changes and the players will be able to pick up items that give them special abilities.

Games with a similar vibe: Nidhogg, TowerFall

Game Tech

The game will be realized using YoYo Games' Game Maker.

Progression in the Game

After a player loses a life, their character will accelerate faster. Furthermore, the stage will be more difficult to navigate in, the longer the match takes. More abilities will be available to the players and they will be confronted with new kinds of obstacles.

In-game feedback and visuals for teaching the game

In the warmup phase before each match the players will be familiarized with the controls and the aim of the game.