General Overview/Description

Group name and team members

Code in the Shell member names:
- Mariia Maksymenko
- Kieran Firkin
- Caleb Thurston
- Arius Ahmad
- Liam Cringle

App Name and Category

Name: Double Dash Dodge & Deceive
Category: a platformer gaming application.

App Description

  Double Dash Dodge & Deceive is a local co-op split-screen platformer that will put your friendship to the test. Two players can take on the challenge of reaching the opposite side of the level, cunningly avoiding traps and sabotaging each other. This game will allow the exploration of various environments, each presenting unique challenges and opportunities for creative mischief – from classic pitfalls and banana peels to more complex contraptions. Moreover, exciting powerups and abilities like double jumps, wall running, and grappling hooks allow for navigating the aforementioned obstacles with flair. Additionally, the players should watch out for unpredictable elements such as moving platforms, which will require agility and strategic planning. A real-time progress bar serves as a marker of how far a player is from victory, and a race countdown sets a thrilling tone from the beginning of each level.

Comparison with Nidhogg

  Our game shares some similarities with *Nidhogg* (a casual multiplayer fighting game), such as simple 2D arcade art style, fast-paced experience, and reaching the opposite player's side. While Nidhogg challenges players to engage in sword-fighting duels, *Double Dash Dodge & Deceive* players aim to outsmart and sabotage their opponent's progress through platforming traps.

  There are some important differences as well: *Double Dash Dodge & Deceive* is intended to be more focused on platforming and strategy as opposed to player versus player combat, with the competitive aspect coming from the ability to sabotage the opposing player's course with traps and obstacles. Additionally, while *Nidhogg* is relatively minimalist in its movement, *Double Dash Dodge & Deceive* provides players with an arsenal of mobility options.

Comparison with Ultimate Chicken Horse

The vision for our game is similar to *Ultimate Chicken Horse*, a 2D platformer game where players race to the end of a level that gets progressively more difficult as players place obstacles in the level. This provides an extremely gratifying and replayable gameplay loop, which *Double Dash Dodge & Deceive* seeks to emulate. However, our approach differs – while Ultimate Chicken Horse empowers players to place obstacles beforehand, our players will dynamically activate the unpredictable traps along their way to the other side.

Ultimate Chicken Horse has a party game aspect and seeks to provide an excellent entertainment experience by players being able to quickly pick up the game, and *Double Dash Dodge & Deceive* seeks to follow. On a more base level though, our game seeks to only provide a 2-player experience, whereas *Ultimate Chicken Horse* has up to 4. Finally, to keep things fresh in 1 play session, *Ultimate Chicken Horse* has players place obstacles, whereas *Double Dash Dodge & Deceive* would change levels.

Comparison with Speedrunners

Double Dash Dodge & Deceive also shares similarities with the game *Speedrunners*. They are both competitive party games with a simple yet fun art style, focused on dodging traps and obstacles, all while racing against other players. Expect to utilize grappling hooks, running, jumping, dashing and possibly even wall running in both *Speedrunners* and *Double Dash Dodge & Deceive.*

In a departure from *Speedrunners*, where players race in the same direction, *Double Dash Dodge & Deceive* players are racing towards opposite sides of the level. While speed remains a crucial factor, our game also focuses a lot on traps and hindering your opponent, which offers an even more multifaceted experience