



# 8-BIT EATING!

BeetleBorgs

Track: Action / Arcade

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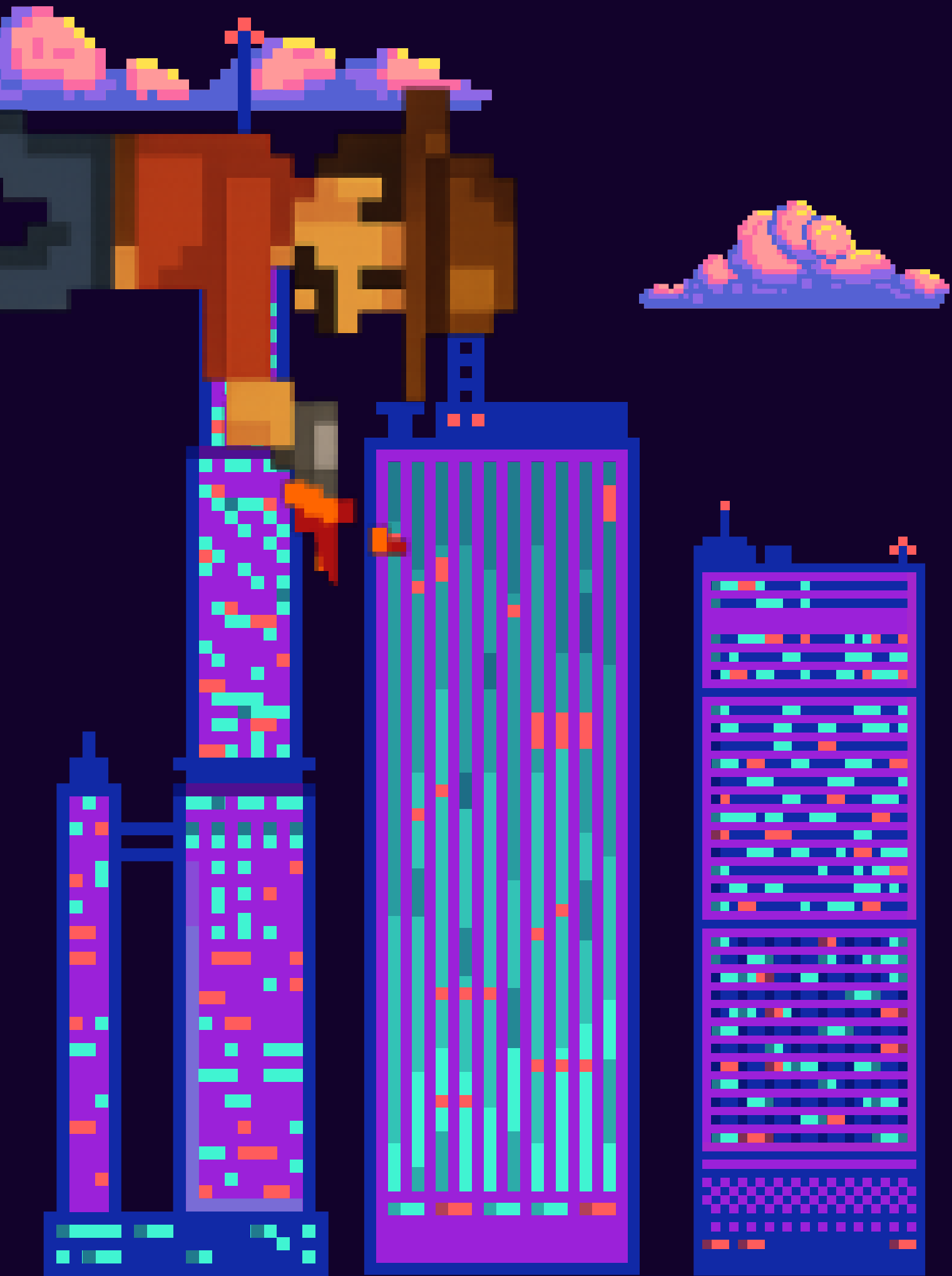
# CONCEPT

## Elevator Pitch:

8BitBang is a fast-paced retro-style cowboy dueling game where players face off against waves of enemies and bosses in a high-stakes pixel showdown.

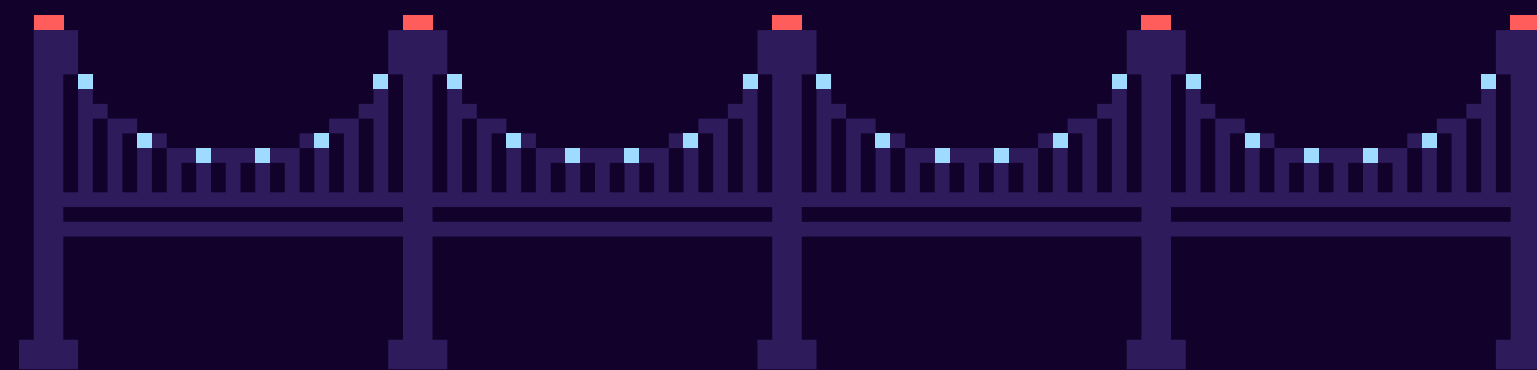
## Core Idea:

Duel enemies in timed quick-draw showdowns. Beat 4 enemies to reach the boss. Defeat the boss to loop again. Score high. Survive longer.



# MECHANICS

- Press [Spacebar] to shoot at the right moment
- Quick reaction duels; shoot before the enemy does
- Fight 4 enemies → then face a boss
- Each round gets faster, increasing difficulty
- Score system:
  - +100 for each normal enemy
  - +500 for boss
- Game Over shows high score and allows restart



# ART DIRECTION

- Characters: 8-bit pixel art (created in Piskel)
- Environments: High-res realistic western backdrops
- Style: Fusion of 2D pixel art + 3D lighting (Octopath-inspired)
- Bosses: More detailed animations, expressive pixel art
- Animations: Frame-by-frame for retro authenticity
- Inspiration: Games like Downwell, Cuphead (Boss Focus), Red Dead Redemption

The image shows a stylized title screen for the game Cuphead. At the top, the word "CUPHEAD" is written in a large, white, rounded font with a thick black outline. Below it, the word "WIAVEI" is written in a pixelated, pink font inside a purple rectangular box with a cyan border. In the center, the word "Downwell" is written in a white, bubbly, cursive font with a thick red outline and a black drop shadow. At the bottom, the words "RED DEAD REDEMPTION" are written in a white, distressed, blocky font with a thick black outline, followed by a large red Roman numeral "II". The background is a dark purple with a pixelated, abstract pattern of pink, cyan, and yellow.

Downwell

RED DEAD REDEMPTION II

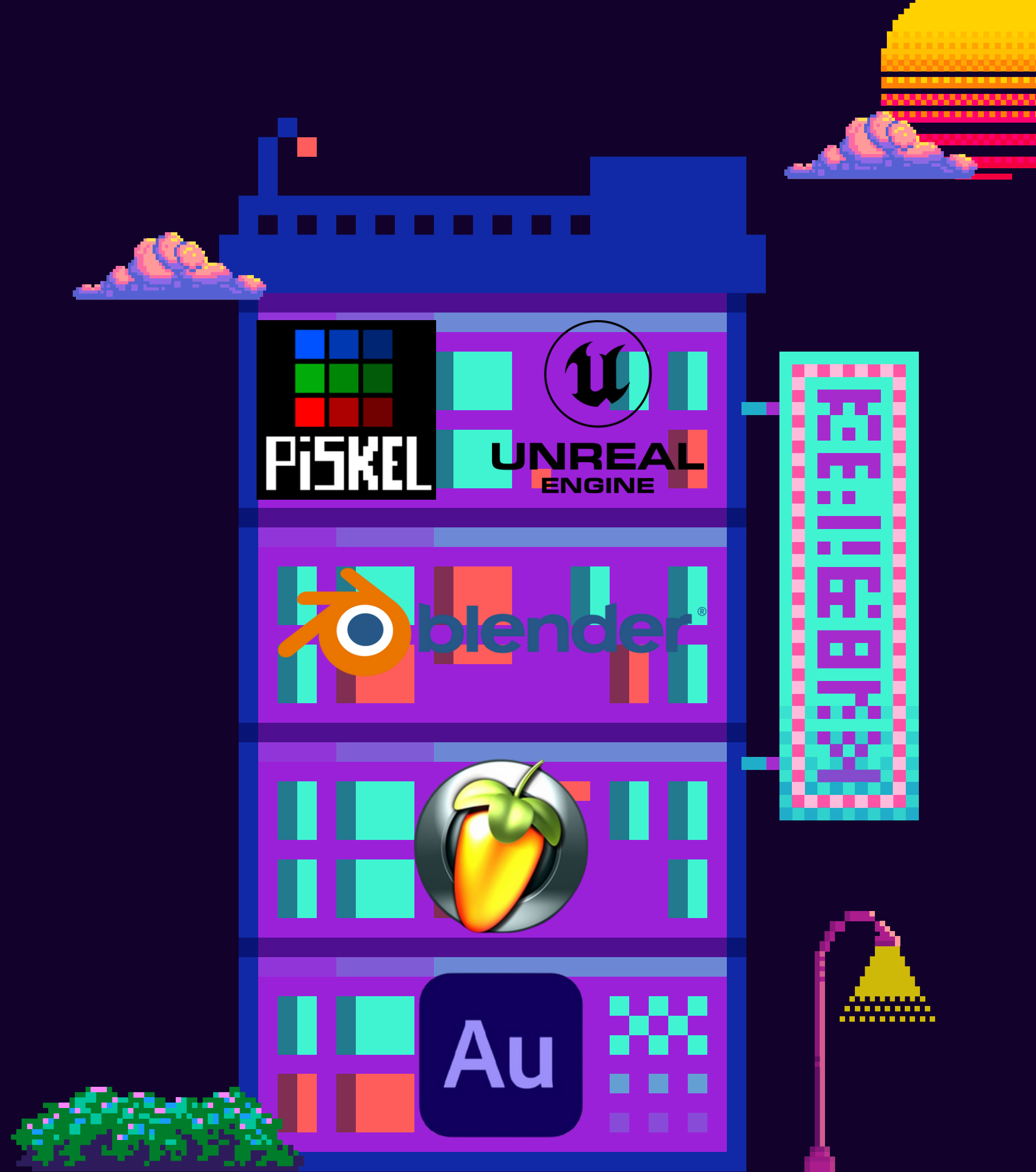
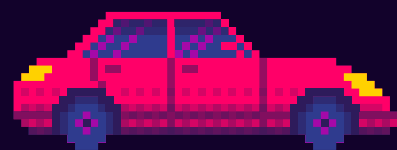
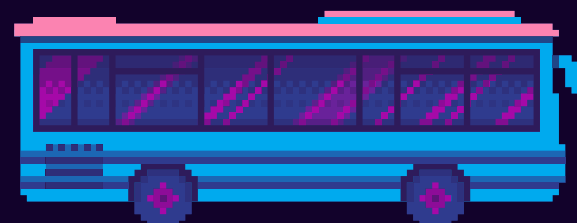


## AUDIO & MUSIC

- Music: Chiptune western theme (looping across levels)
- SFX:
  - Gunshot
  - Boss entry stingers
  - Player death
  - Score feedback
- Audio Persistence: Music carries over between levels via GameInstance logic

# TECH STACK

- Engine: Unreal Engine 5.3.2 (Blueprint-only)
- Sprite Creation: Piskel
- Audio Production: FL Studio (music), Audacity (sound FX)
- Animation: Flipbook sprite system
- UI: UMG Widgets
- Architecture:
  - GameInstance for persistent data & music
  - State machine for duel flow
  - Timers & delay nodes for signal reaction logic



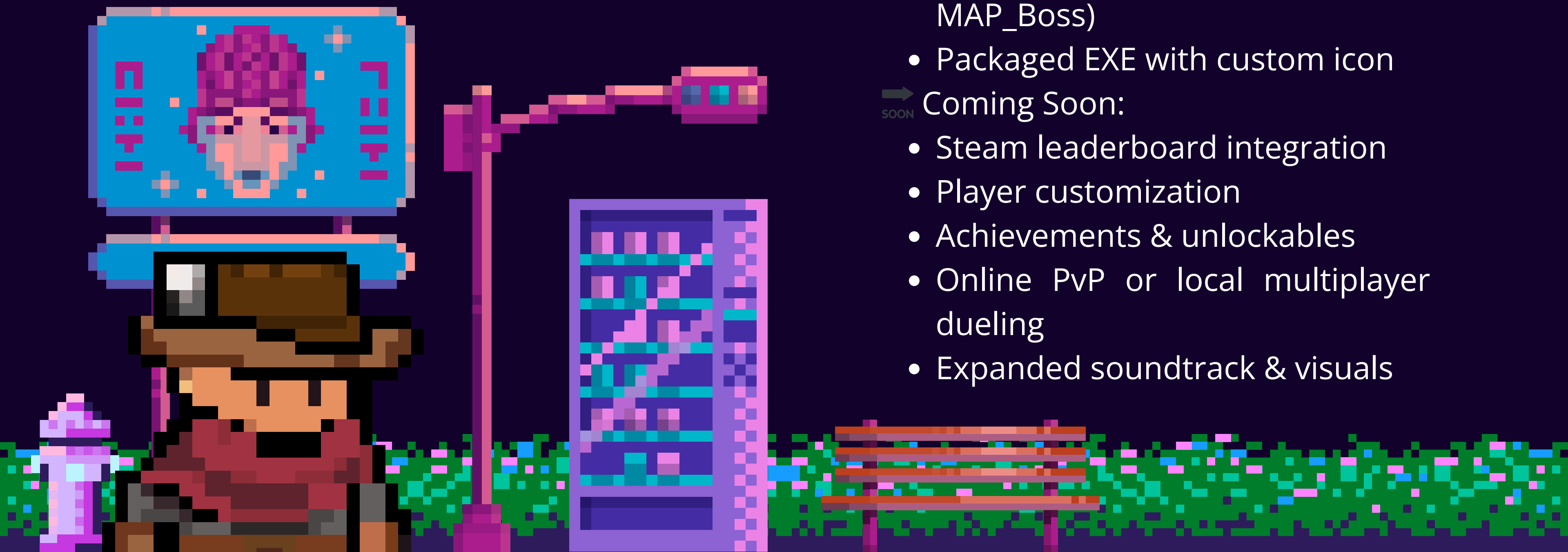
# ROADMAP

## ✓ Complete:

- Core gameplay
- UI & menu navigation
- Score tracking + high score logic
- Level transitions (MAP\_Level ↔ MAP\_Boss)
- Packaged EXE with custom icon

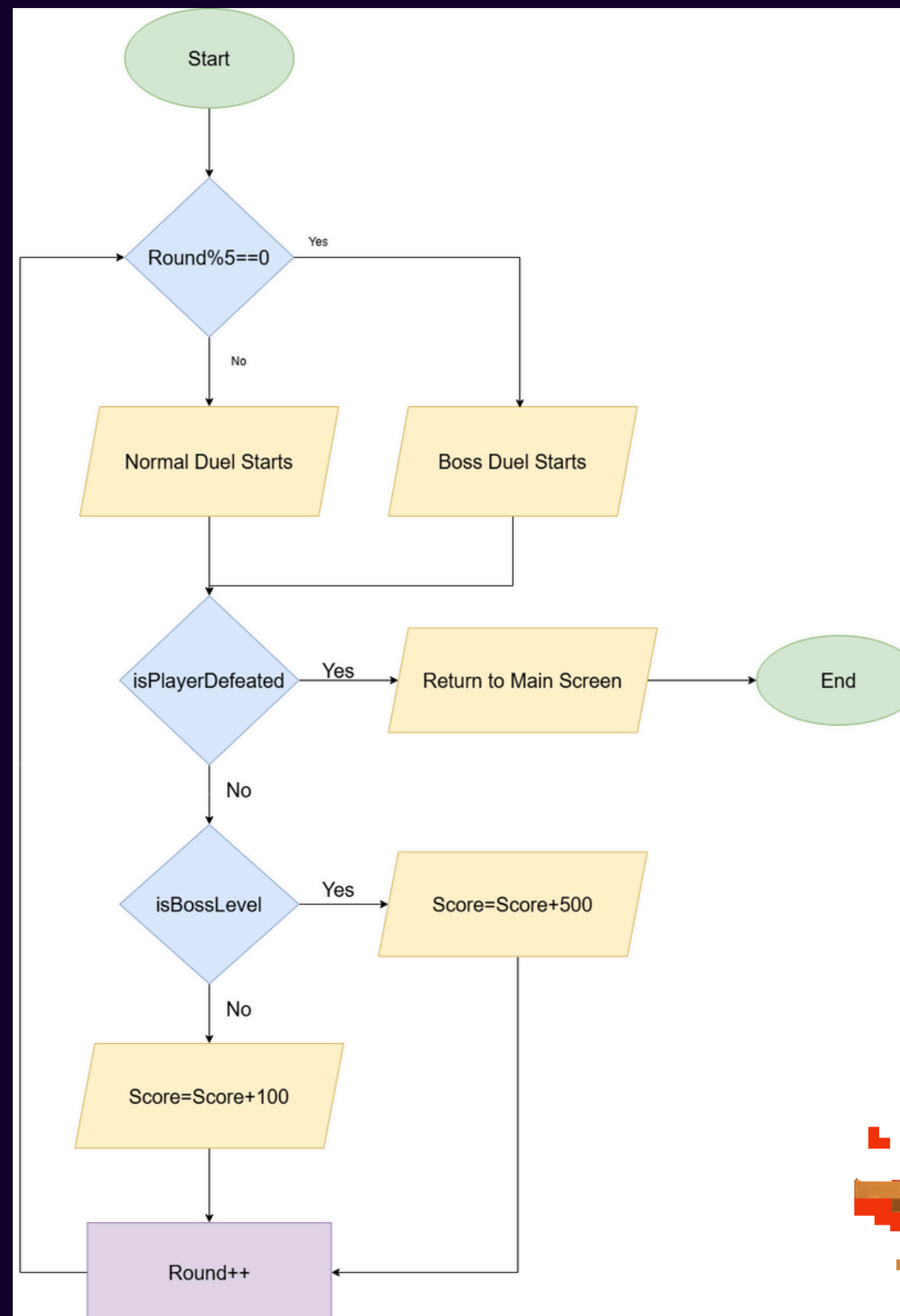
## → SOON Coming Soon:

- Steam leaderboard integration
- Player customization
- Achievements & unlockables
- Online PvP or local multiplayer dueling
- Expanded soundtrack & visuals



# BOSS DESIGN & PROGRESSION

- Boss appears every 5 rounds as a skill check
- Unique mechanics challenge player timing and focus
- Breaks the rhythm of regular duels
- Signals transition to next difficulty tier
- Rewards: +500 points, new background, faster speed
- Adds narrative weight through custom intros and animations







GDrive Link:

<https://drive.google.com/drive/folders/1NNUgXtv0PVDkddngBnGdb2uOedARzbVB?usp=sharing>