Fly Swat Frenzy

Dimaguila, Arman Joseph
Herrera, Eejay Jerwin
Manzanero, Jaisie
Somera, Rupert Gabriel Isaac

Game Concept

You play as flies! Avoid and outmaneuver the swatter until only one fly is left standing! It's a quick and entertaining game to play with friends to see who can outlast each other.

Design Goals
- Accessibility: This game is easy to pick up so that just about anyone can play it whether they are children or adults.
- Engaging Gameplay: By having an Enemy AI that progressively goes faster as the game goes on and with random stage events, it keeps players on their toes if they want to win.
- Casual: This game provides an engaging experience without having the players feel overly pressured or stressed and focuses more on enjoying the game with your friends.

Game Flow

The game starts by placing the players into the stage, the Swatter AI will discreetly select players to track the proceed to attempt to swat them. If a player has been swatted out they will be eliminated from the game. If no players have been swatted, then the swatter will periodically increase in speed. The last player standing is the winner.

Features

- The concept is that the 3 or 4 players will play as flies.
- The swatter will work as the Enemy AI . The swatter will track random flies and after a certain time or random interval it will swat. Players who got swatted will be eliminated.
- The point of view will be top down 2D to be given a clear view of where the players can clearly see where they can go.
- There will be special events randomly occurring in the stage that can either help or disrupt the players.

Player Motivation
- Survive to not be hit by the swatter and win against the other players.

Genre
- Casual Party game

Inspiration
- Mario Party - This game is inspired by some mini-games from Mario Party such as Off the Chain and Drop Shot by encouraging the players to move as much as possible to avoid being hit.
- Jetpack Joyride/Endless Runner - This game inspired by how the difficulty slowly ramps up the longer the game progresses