



Roll With It

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Inspiration

- Super Smash Bros.
- Super Crate Box

Constraint

- Multiplayer



Process

- Came up with the idea the first day of brainstorming - majority liked it so we went with it
- Communicated during class and over email
- Initial description of the game and the components
- Got core game made; iterated
- Art was made and modified until content
- Made sounds

Playtesting

- The game was pretty boring until we differentiated the characters
- Using only angular velocity makes it Very hard to control (which could be interesting)

The slide features a solid blue background. In the top right corner, there are several overlapping, stylized geometric shapes in shades of pink, yellow, and light blue. In the bottom left corner, there are smaller, overlapping geometric shapes in shades of grey and light blue.

If we continued to work on it

- Opening cutscene with the evil scientist making the robots so they can fight each other
- Bring it into 3D