

Couples Game -



Features

Two Player

The game is centered around being played with a partner. Both players can do all tasks in the game but some tasks require cooperation from both players to complete. And certain parts of the dungeon crawling gameplay needs players to fill certain roles together.

Emotes

One of the many ways players can communicate with their partner is by emoting. Opening the emote wheel, players can choose from select options. After selecting an option, an animation will play, and a speech bubble will appear above their head indicating emotion.

Chat

A common way players can talk to each other is through typing in chat. When a player opens chat, an animation will play and their partner will be notified of any messages they send. Additionally, previous messages can be viewed in the chat log in the corner of the screen.

Scavenging/Dungeon Crawling

Once players have done everything they can with the resources at their base, they need to go out to scavenge for more supplies. Both players are required to go out, so if one player reaches the exit first, they have to wait for their partner to catch up.

After a short loading screen, players are dropped into the first room of a building they're scavenging. Inside they are to explore the building room by room until they are both ready to leave or they both pass out.

Procedurally Generated Dungeons

When out scavenging, buildings that the players enter are randomly generated. Loot in each room is also randomized based on rarity, location, and a specialized interest. How dangerous the building is increases as the players progress the game and as they climb

higher in the building. Some buildings will have multiple floors while others might only have one single floor.

Procedurally Generated Loot

As mentioned previously, loot in the game is also randomly generated throughout each building. As players progress through the game, rarer loot is more and more likely to spawn. And certain buildings have higher chances to find certain loot pertaining to that building.

Gameplay

Story

Art