

Banisher

A fighting game where the player has the ability to enter a separate mirror dimension.

The dimension is called the Exsilium and the one who can enter it are called outcasts (exsul). In the Exsilium you can see and touch (and even affect) the real world. Time moves slower in the Exsilium relative to the real world, which gives an advantage to anyone who is in it. In order to stay in the Exsilium the outcast must use their Vis (energy). The more matter the outcast takes to the mirror dimension the more Vis is being used. Also, the outcast uses more energy the further away they are from their physical body (in the real world). Vis is also directly related to stamina of the outcast in the real world.

Inside the Exsilium outcasts can use their energy to acquire buffs, such as super strength.

Most of the enemies encountered by the player do not possess the power to enter use the Exsilium to their advantage. But there will be bosses, who will be just as capable (or even stronger) than the player. Anyone who is damaged while in the mirror dimension cannot be killed and simply loses their energy. In order to regain the energy, the outcast must use special items.

Team:

- Deividas Verbickas IFF 7/11 (programmer)
- Mantas Klimašauskas IFF 7/11 (programmer)

Since there are no other skills we have, we'll try to do our best in other fields.