FORTFIGHT

- ROLES
- GAME CONCEPT
- GAMEPLAY
- ART
- SOUNDS

INTRODUCTION

- Thomas -- Lead Designer
- Philip – Project Manager
- Trevor – Lead Developer

ROLES

GAME CONCEPT

- Fighter game with AI implementation
- Player choosing menu
- Different moves with keypresses
- Animations that involve different combos

- Art designed in Krita
- Unique sounds made by voice recordings

ART AND SOUND

QUESTIONS?