Italian Stick Dudes

# Brainstorm

* Side Scroller
* Platformer
* Isometric
* Beat em Up
* Sticking to things mechanic
* Drum Stick
* Involves a gang
* Glue Factory – Sticky Pasta
* Katamari esque gameplay
* Climb a building
* Infinite Climber
* Either 3D – 2D, XNA
* Italian – Environment Italy inspired – Venice – Market
* Pasta
* Fashion
* Pizza
* Coffee
* Q- Bert
* Italian Spider Man
* Co-op

# Early Planning

* Super Smash Bros – Fighting Gameplay – Speed Runners – Mario Kart - Italian
* 1 Map
* Run, Jump, Attack, Dodge, Grapple
* Power Ups
  + Katamari Snowball effect
  + Health
  + Armour
  + Meatball
  + Sticky Pasta Bomb
* Milestones
  + Programming Core 5 – 6 hours
    - Player Movement – Input, Health, Damage
    - Platforms
    - Camera
  + Extras
    - Triggers and Events
  + Art Core
    - Character Design – Model – Texture – Rig
    - Environment - Check
      * Props - Check