

(Winter 2025)

Ribbit Royale

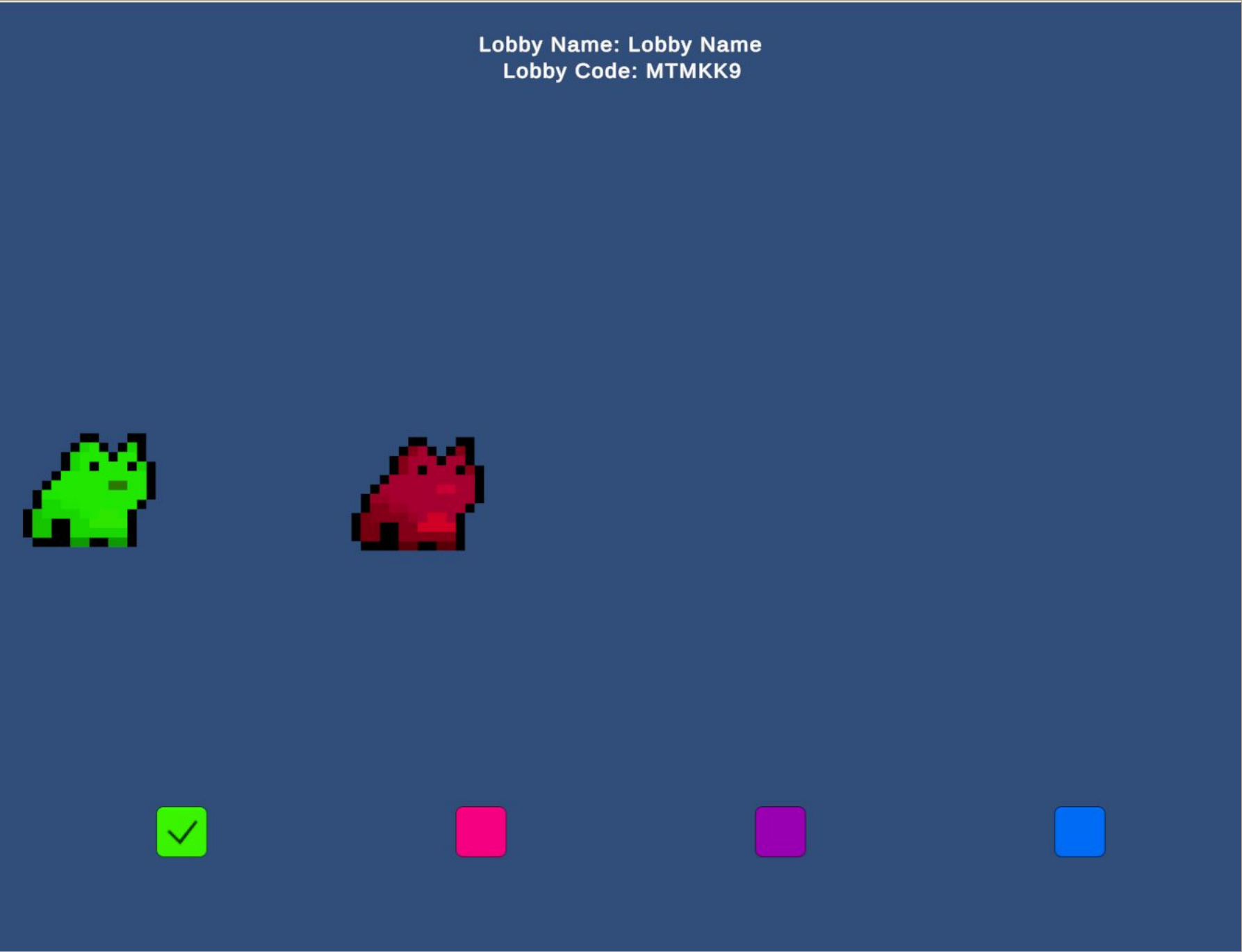
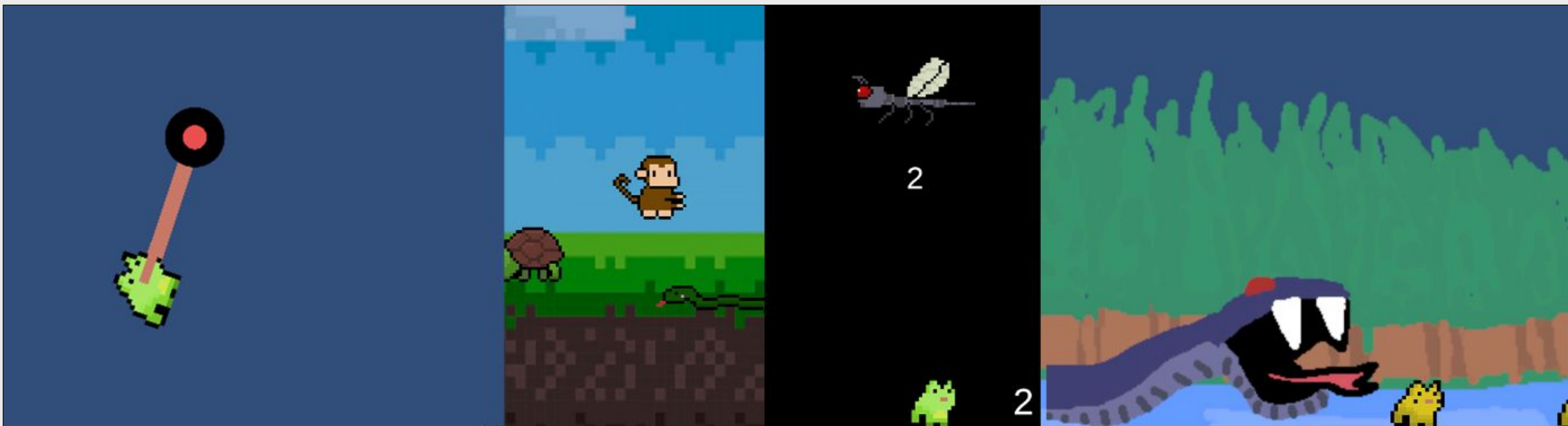
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Ribbit Royale is an exciting and whimsical LAN party game designed to bring players together through fun, competitive, and engaging multiplayer minigames. Featuring a playful art style and a variety of unique, frog-themed interactions, the game invites players to experience amusing challenges that leverage the distinct abilities of frogs—such as swinging with their tongues, licking to interact with the environment, and even eating other players or flies.

The objective is to provide a distinctive experience that blends competitive gameplay with quirky mechanics, making each mini-game feel fresh and enjoyable. Players can compete in up to four-player multiplayer mode, with a series of mini-games designed to test their skills and cooperation. Ribbit Royale offers at least three unique games with visually differentiated elements that make each challenge memorable and fun. Through the creation of this game, we aim to push the boundaries of the typical party game genre by incorporating fun mechanics that highlight the playful essence of frogs, making it not only an entertaining experience for players but also an intriguing marketable product. And best of all, our product will be made FREE, putting us ahead of our competitors.

- **Multiplayer Functionality:** Allows up to 4 players to join a lobby and play the 3 minigames.
- **Scoreboard Functionality:** Keeping players score and a ranking-system to decide the winner.
- **Lickity Split:** Swing with your tongue and race to the top!
- **Swamp Spotting:** Spot the different animals of the swamp.
- **Snake Chase:** Run away for your life last one standing wins!



- **Frontend (UI & Player Interaction):** Unity Engine and C# for player management and player collision.
- **Backend (Game Logic):** C#, assembly definition and HLSL scripts to ensure proper game logic in each individual minigame.
- **Networking & Multiplayer:** Using Unity relay and C# scripts to implement Multiplayer & Networking.

