Ribbit Royale

By Aidan Caughey, Adam Bobich, Baron Baker, Chase Bennet, Luke Garci, Ryan Dobkin

What are party games?

- Made up of several minigames

- Each minigame is short (< 2 mins), simple but engaging mechanics + objective

  - Rhythm and Bruise (Super Mario Party)

  - Whack-A-Mole, but players must hit their mole to a beat

  - Hitting the mole on time gets them 3 points, too early or late gives 1 point

- Multiple players compete for points, ranked

- Player with most points at end of games wins

https://www.mariowiki.com/Rhythm_and_Bruise#Sound_Stage

Ribbit Royale

- First ever frog-themed party game
- LAN multiplayer up to 4 players
- 3+ minigames
  - Rope swinging with tongues
  - Count the animals
  - Sinking Rocks
- Score tracker based on placements in minigames
- Winner will be crowned the FOAT (Frog of all time)
- Developed in Unity
- A fresh take on the party game genre
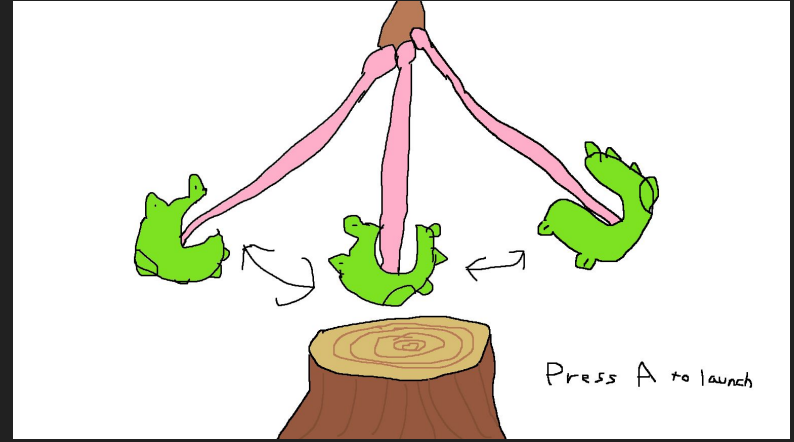
Why You Should Support Us

- Innovative Gameplay: Ribbit Royale brings a unique twist to the party game genre with frog-themed mechanics like tongue-swinging, bug-licking, and creative mini-games.

- Engaging Experience: Designed for LAN multiplayer, our game fosters fun and competition among players, making it ideal for parties and social gatherings.

- Passion-Driven Team: Although we're newcomers to game development, our team is fully committed to creating a polished and enjoyable product.

- Market Potential: Ribbit Royale's cute style, quirky mechanics, and fresh gameplay are perfect for capturing the attention of casual gamers.