

# Vindicta

---

Team 1: Mario M. Veer S. Rajbir S. Aryan K.





# Inspiration of Game

.....



## Genre

- Turn-based strategy
- 1v1 combat with prediction-based mechanics

## Similar Games

- Pokémon (Turn Structure)
- Fire Emblem (Weapon Triangle)
- Smash Bros (Strike > Grab > Guard logic)
- Hades (Levels, Mythology)



# Main Mechanic

.....



## Strike

Attack does extra damage to Grab, but does no damage to Shield



## Grab

Grab does extra damage to Shield, but does no takes extra damage from Strike



---

**Gods Blessings  
Can Improve  
Any of These**

---



## Shield

Shield negates damage from Strike, but takes extreme damage from Grab



## Rest

Rest adds a charge to each moveset. The move makes you vulnerable to all moves except shield



# How it relates to "Together"



.....

The game brings the player on a quest to unite the Greek gods and defeat Chronos. Teamwork and strategy are key to restoring balance because only together can the gods rise and time be conquered.



# Demo

.....







Any Questions?