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Pitch Your Game Quest

The concept is simple. It’s a turn-based fighting game. There are two players. The game is based on best 2 out of three rounds. Each player has certain elemental abilities based off which character they have chosen. There is a choice of 4 different characters, each have a different elemental ability. Player can choose a power up booster which effects are randomized for a certain health or attack boost.

**Mechanics**

-turn based

-points earned

-2-3 rounds based off who wins

-player abilities based off elements, water, air, fire, earth

-power ups

Two player game like rock paper scissors presented in the style of a old school fighting game.

Choose from 4 different players

Each player has an attack that does a set amount of damage

Concept Board: