



RAGDUEL







Why play as a guy with a sword... when you could play as the sword itself?







PHYSICS-BASED MELEE COMBAT WITH "PRECISE" CONTROL OVER THE WEAPON





INFLUENCES







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GAMEPLAY TENETS

- Physics-based systems
 - Active ragdolls
- Fully controllable sword movement
 - Everything must be manually adjusted - rotation, swinging, etc
 - No auto swing w/ click of button
- Easy in concept, difficult in practice
 - Active ragdoll of player creates unpredictable movement
- Multiple potential approaches







PROTOTYPE SCOPE

- Active ragdolls
 - No need for animations
- Minimalist art style
 - Easy customization (ex. Different sword types)
- Basic Al
 - o Duels? Horde?
- Made in Unity
 - o **C**#



