**AI Simulation Project – LowRezJam**

**DUEL BARISTA NINJAS**

**OVERVIEW**

The project is developed in Unity and programmed with C#, utilizing licensed assets.

**Theme Brainstorm –**

* Coffee
* Speed
* Serenity
* Duel

**RANDOM IDEAS**

COFFEE NINJAS: Two ninjas face in a duel where there goal is to throw the other off the stage or into damage dealing traps. They also suffer from a crippling caffeine addiction and must keep drinking coffees that spawn on the stage to retain power in their attacks. The more coffee they consume the greater power their attacks possess but too much energy and they can very easily hurt themselves. This is represented with an unlimited energy meter that multiplies their jumps and attacks.

**2D Sprites – 4 frame animations**

**Deliverables**

* Function two player integration.
* Keyboard and gamepad inputs.
* Mixed input matching.
* Alternate stages.
* Unique pixel art sprites with 4-frame animations.
* Movement based combat with energy modifier.
* Audio for SFX and Music.
* Playable for Web