

Overthrow

Overview

- Isometric ARPG with stealth elements
- Influence from Diablo games
- Motivation to innovate within the genre
- Windows/Linux/Mac target platforms

Setting

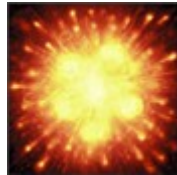
- Post-apocalyptic world, dark and gritty
- Earth invaded and destroyed by demonic-like “aliens”
- After 100 years, there is hope

Setting

- Tree of Hope
- Gives special powers to humans
- The humans now aim to overthrow the invaders

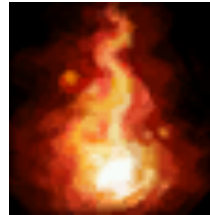
Class Design

- 4 ARPG abilities and 4 Stealth abilities
- Specialist
- ARPG Abilities



Class Design

- Stealth abilities



Class Design

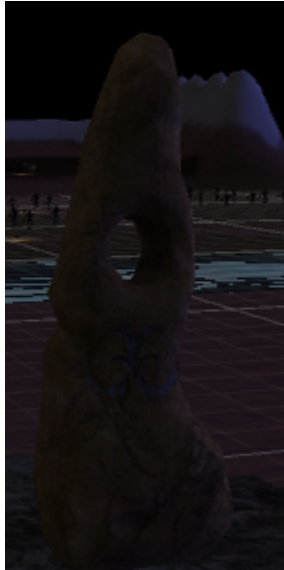
- Resources
 - Mana -> ARPG
 - Strength -> Stealth
- Strength only regenerates in ARPG mode

Gameplay

- Point and click movement
- Skills mapped in keys 1,2,3,4
- Key modifiers supported

Powerups

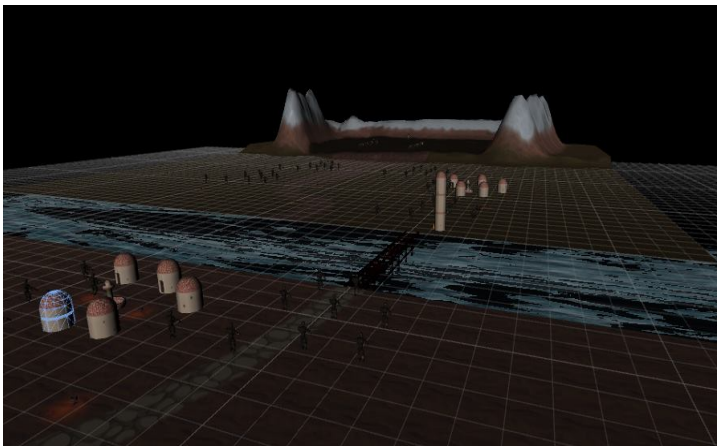
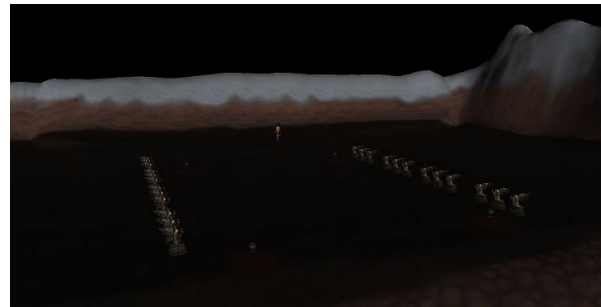
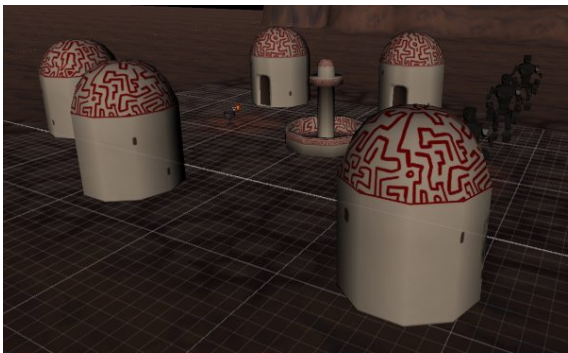
- Shrines



Enemies

- Ranged Golem
- Melee Golem
- Boss

Level design



Player Design



Fine Arts design process



Objectives

- Wander through the level killing all enemies in sight
- Or choose a more tactical approach with the new stealth mode!
- In the end, kill the boss and save humanity!

Target Audience



Future improvements

- Stealth mechanics
- More classes

Gameplay Video Time

Q&A

Any questions?