

*Duck Duck  
Panicboard*



*A game of  
risks and  
rewards*



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Epitech "Projet libre" 2018/2019

# Game concept

The game is a competitive runner, where two or more players face on one keyboard.

It is a mix of side scrolling runner game, and the classic board game twister.

Each player controls a duck that races through randomly generated levels.

The first player to finish the race (or the last player alive) is the winner.

Ducks can jump to avoid incoming obstacles and can accelerate by pressing prompted keys that randomly appears on screen.



A few links for side scrolling runner games :

[Canabalt](#)

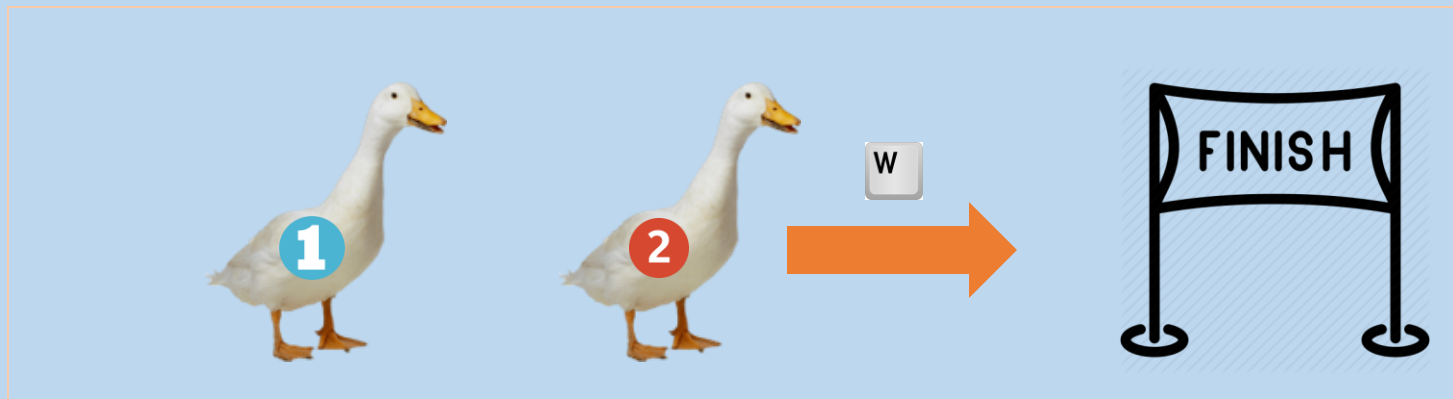
[Jetpack Joyride](#)

[Geometry Dash](#)

# Example of gameplay



Player 2 is prompted to press  key



Player 2 press  and accelerate



Prompted key could be in your opponent's side of the keyboard!  
Will you take the risk of reaching that key to accelerate? Or will you focus on dodging incoming terrain?

# Development

The game is developed in C# using the Unity engine.

Primary tasks to be developed are :

- Player controls
- Random scrolling terrain generation
- Characters animation using the new Rig feature of Unity

Development will be done in iterative loops, to implement gameplay features and new ideas while keeping the current version stable.



# Marketing

Our goal is to launch the game on the Steam platform, as a small and cheap game.

The game is designed to be played on the fly and could see a mobile port further in development.

We want to prove that a small team of passionate developers with a clear idea can succeed in releasing a full fledge game.