Chroma Shift

Chroma Shift is a 2D side scrolling beat ‘em up platformer. The objective is to get to the end of each level by travelling right as fast as possible. Along the way the hero(s) will encounter many enemies of all different kinds and they will have to clear through all of them to ensure they don’t die on the way. Chroma Shift can be played solo or you can play with up to 3 friends both local and online. The player will get to choose from 4 heroes. One with a strong medium ranged attack, one with a weak short ranged attack, one with a projectile long ranged attack and one with a magic attack. When choosing a hero the player will also assign a color to their hero. They will choose from red, blue, yellow, green, orange and purple. The color you choose will affect gameplay drastically. Enemies will swarm at you in groups of colors and the damage they do to the heroes and the damage the heroes do to the enemies depends on the colors of each. Heroes that are same color as the enemies swarming them will do mass amounts of damage to the enemies while the enemies will do barely any damage to the hero, but the effects are reversed if the player comes into contact with enemies that are the complimentary color of the hero. For example, the blue hero will destroy the blue enemies but orange enemies will destroy the blue hero. This is where playing with friends will be more beneficial as you would take turns fending off different enemies if you chose a different color than your friend(s). To keep this mechanic more interesting each swarm or few swarms of enemies killed a shift in color will occur. The color shift will occur in both the game world and the enemy type since the color of the world will solely depend on which enemies are currently being spawned. When a group of enemies is killed the shader will redraw the world in a different color and as well as the enemies color changing their stats will also be rerolled. Things like their movement patterns, speed, damage and defense will all be variables that could change. The heroes will also have to be quick as they are on a timer to get to the end of each level. If they fail to make it to the end in time they will have to restart the current level. The faster they complete a level will also affect their score for each level. Their score won’t solely depend on completion time, but it will have a lot to do with it. Chroma Shift will also feature power ups that the player can go looking for if they wish to greater increase their stats. The art style of this game will be pixel art and minimalistic. The shader work and colorfulness of Chroma Shift will be what really makes it vibrant and visually appealing. The art style will very much contribute to the fast paced feeling of our game.