Game 1:

why is interesting?

Metal Slug is a shoot ‘em up and run and gun game. The goal of the game is to reach the end without dying or dying the less amount of times, beating all the enemies in the path, rescuing some people if you can, use some “slugs” and defeat each boss until you reach the last one.

It’s interesting because since the first beginning you are shooting, jumping and killing enemies. You have a different options of guns, vehicles and power ups that can use that makes the game frenetic.

One of the main features of this game is the originality and the humor that hides in the characters and the slugs as well of each final boss for state.

The mechanic that for me should be added in our CC-like game it’s the slugs. But don’t get me wrong. Since our game should reside in our quality over quantity and we don’t have much time, let me put an example:

So here the character transforms into a zombie, or a monkey, which give him a special set of movements/agility/capabilities. So basically is a power up that besides, transform him in another thing. My point here is to integrate two different power ups. One give strength and the other gives armour. It’s up to the two players to choose which one they should take it. I’ll explain the two characters later on and it will make more sense.

Game 2:

why is interesting?

Dreadful whispers is an indie game make by Blackthornprod, a youtuber that consists in two characters that can help each other to pass the level. You can not pass the level without the help of the other character. The game is thought to be played by one player, but the mechanics can expand to two players and makes the game more fast.

I think the game is interesting because it’s a different perspective of coop game, relies on the backstory of the characters and adds some touch of horror to such a simple game. It’s a example of an awesome game, made by one person, very interesting, puzzle kind and in some way frenetic. Since you want to pass the level the fastest way possible, like other platforms games such as Celeste, Hollow knight, Super meat boy, The end is nigh and more.

The mechanic I want to integrate is that the two players should be unique and they should have different mechanics and set of skills. Not like CC where the main difference is the magic, I mean everything is different. Since our game should be done in not a long time, the set of skills will be limited of course. With that being said, the principal mechanic to add is that you cannot pass the level without the help of the other player by making the exit only reachable by both players if they coordinate. I’ll explain later.

Collaborative mechanic 1:

* Each character has a super attack or ultimate if you prefer, that makes it perfect for some kind of situations where you will need to use it.

Collaborative mechanic 2:

* Each character has different kind of attack, one is melee, and the other one is ranged-explosive.

Collaborative mechanic 3:

* Each character has different stats, this makes the players to adapt one main role, for example, the character A is more squishy but at the same time is more quick and can heal, plus, is ranged. The character B is more tanky, can enter berserker mode, and can charge, so that makes it better for confront enemies directly.

Collaborative mechanic 4:

* As I mentioned before, you will have some power ups, it’s up to the player and the situation to give it to the correct character. Depends on the level or the enemies, maybe you want to give the power powerup to the ranged or to the melee, or maybe you want to give the armour to the berserker since the enemies are melee too, or you want to give it to the ranged because they are coming from all the ways and you want to protect him.