

LOBSTAR

Made by team Lobstar

Roles

Programers

Timothy Henry De Frias Macwhinnie
Pablo Vicente Rozalén Fernández
Mateo Shestakov
Santiago Cardozo Botero

Producer

Iker Torres Arenas

Artists

Maria Jose Lopez Arroyo,
Domenec Gregori Esteve

Game Designers

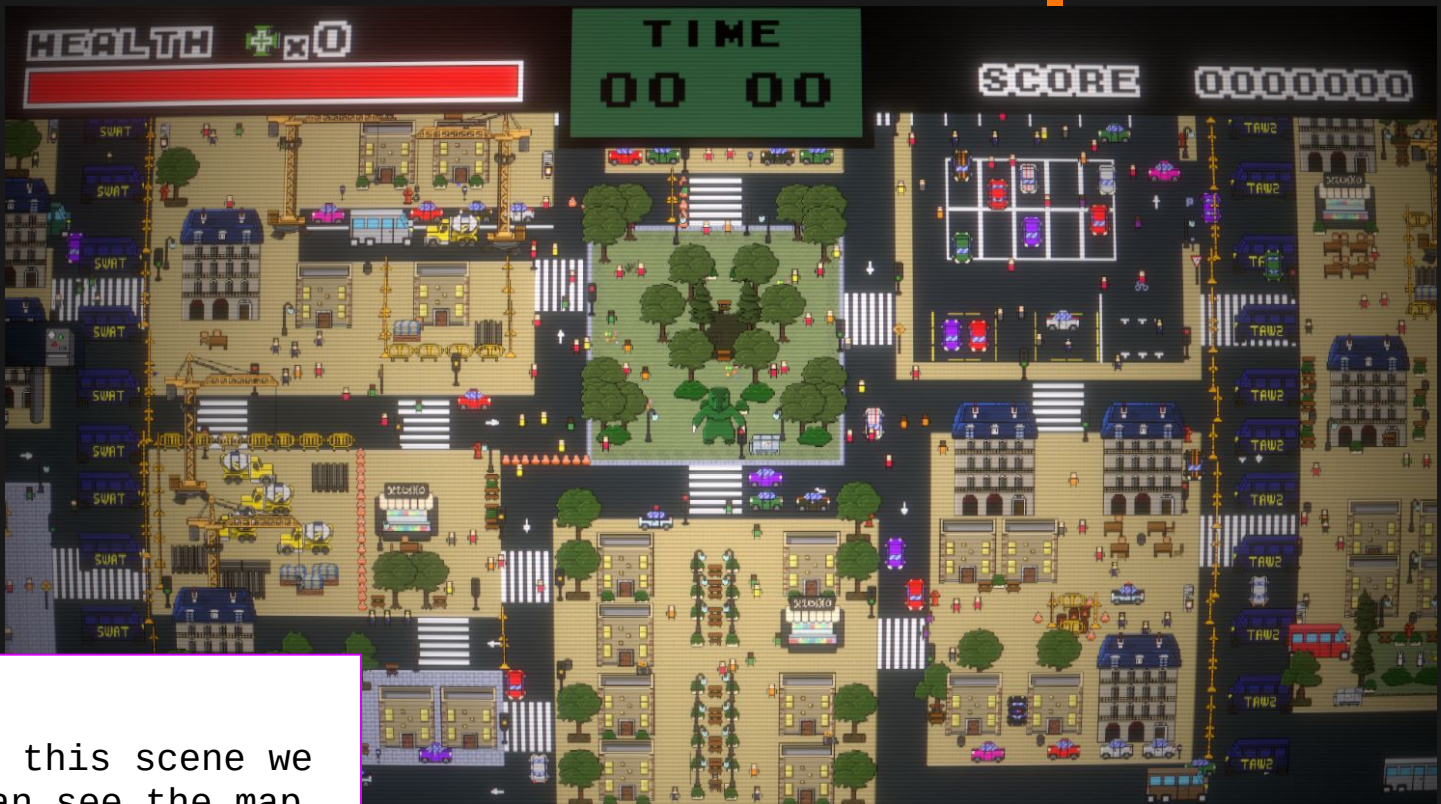
Diego Muñoz Muñoz
Sergio Díaz Navarro

Desata el caos,
evoluciona y domina
el mundo

Elevator Pitch

■
■ *Objective and Narrative*

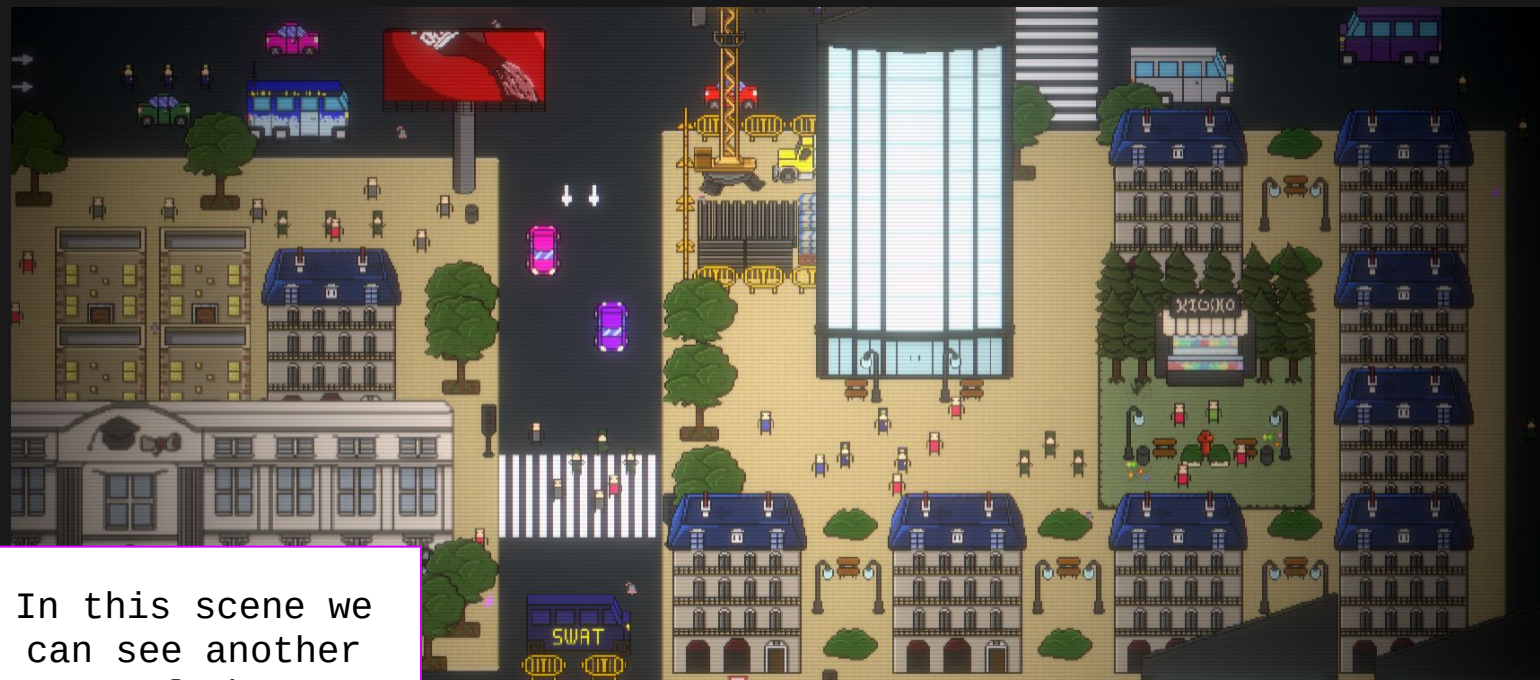
■
■ Destroy ■
■ ■



In this scene we
can see the map
phase 1.



Visuals



In this scene we can see another scene of the map, in one of the more advanced phases.



Visuals





Here we can see
the monster
receiving damage
and healing, as
well as a powerup.



Game Mechanics





Here we can see
the monster
evolving.



Progression

START

TRAILER





Thank you!