

Bar Crawl Brawl

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200lbs of Fish

No one remembers how the night started, but things took a turn for the worse when someone hit me over the head with a bar stool. Now it's around 3 am and I'm at the top of a volcano, swinging a large swordfish like crazy at my best friend, just trying to get through the night with my spine intact. Do you think you can handle this physics-driven, unpredictable, and downright wacky combat?

Features

- Physics-Driven Combat: Push your friends off a cliff, launch chickens through the air, get sucked into a black hole.
- Interactive Environments: Slide on ice, smash a table into pieces, break a bottle over someone's head. Fight in a variety of dynamic environments smashing and destroying as you please.
- Multiple Zones: Duel on the moon, pilot robots in the factory, avoid sandpits in the desert, run from dinosaurs in the jungle. Battle across a multitude of unique environments.
- Weapons: Grab a large broadsword to swing at your opponents, shoot a bow and arrow from afar, and throw potions with strange effects.
- Variable Game Length: Keep playing for as long as you want without ever having to start a new game. The game never truly ends.
- Quick to Play: Start playing in under 30 seconds. No excessive character creation or menu navigation.

Player Motivation

Sit down with your friends and duke it out in free-for-all, whimsical combat for raw entertainment and bragging rights.

Target Customer

Friends looking for a quick game to play at parties or get-togethers.

Competition

- **Gang Beasts:** Released in December 2017, this game uses physically driven hand to hand combat allowing players to fight in dynamic environments. The game's controls are unintuitive, and it can be challenging to learn how to play. Bar Crawl Brawl will use simpler controls, allowing for an easier entry into the game.
- **Swordy:** Released in July 2016, this game plays on the same core concept of using physically-based weapon combat to fight other players. However, most players felt the game lacked diversity and players felt they had experienced the entire game after 10 minutes. Bar Crawl Brawl will feature multiple environments with their own unique set of tools to keep the game entertaining.

Selling Points

- Completely physics-driven combat
- Wield a variety of unique and wacky weapons
- Visit a breadth of charming worlds
- Ruin multiple friendships for the price of one game

Target Hardware

Initial release on PC

Design Goals

- **Simple:** Easy to pick up. Not so easy to put down.
- **Hot:** The fight is constantly evolving, keeping the gameplay fresh with new environments to navigate, hazards to avoid, and weapons to use.
- **Unpredictable:** The physics-driven nature of the game as well as the wide variety of weapons and objects to interact with will ensure that each match has unexpected moments and outcomes.