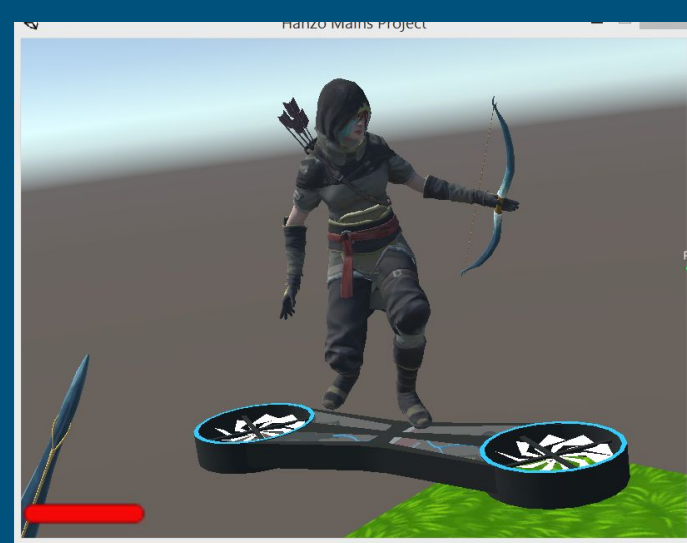


Artemis



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Newman

What is our game?

- Multiplayer first person shooting game with projectile weapons only
- Fast paced gameplay with hoverboards as mode of transportation
- Ramps and terrain designed to allow players to do tricks while playing
- First player to score limit or highest score when time limit ends wins the game
- Points awarded for getting a kill by reducing the enemies' health to 0
- Health packs scattered around map to regain health, no health regeneration

The idea behind Artemis

- Create a fast paced fps that engages the community like never before.
- Be the first game in the genre to provide a live community voting system.
- Unique movement style and purposefully designed high skill ceiling is meant to allow players to feel a sense of progression as they gain mechanical skill and map knowledge to beat their opponents.

Unique Features

- Integration with Twitch chat that allows viewers to vote on different aspects of the game such as: speed, map, game mode, etc.
- Skillshots (trick shots) awarded more points than traditional kills
- Projectile based weapons only, currently bow and arrows
- Physics tweaked to allow for fast movement, high jumps, and fast paced action

Development Process

- Development and collaboration done with Unity Collaborate
- Models acquired from Miximo
- Animations acquired from Miximo
- Networking done with Photon UNET
- Assets acquired from Unity store
- Music created by Tyler

What's the game look like now?

- Multiplayer (with player profiles)
- Single Player with AI
- Hit registration, customizable win conditions
- Full featured twitch integration, written to be expanded on from the community
- A custom soundtrack
- Custom physics
- A demo map with different types of ramps and rails that can be ridden on

Future Plans

- Multiple characters (different weapons, speed, size, and health)
- Multiple weapons and melee weapons
- Powerups / health packs
- Multiple maps
- Skateboard trick physics
- Sound effects
- Different game modes
- Custom UI including health bars and player profile names

Demonstrations

Single Player

Demonstrations

Multiplayer

Demonstrations

[Twitch Integration](#)