Game Project

by Dark Ducks

Team

- Name: Dark Ducks[1]
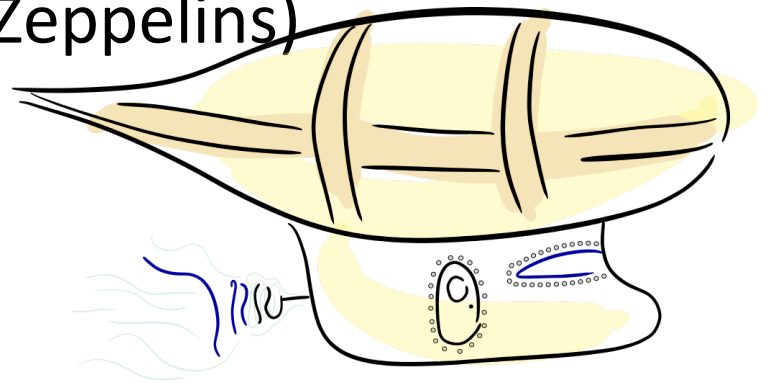
- Members:
  - Aaron Karper
  - Claudio Descombes

Game Overview

- Theme:
  - The Price of Freedom

- Idea:
  - A 2(.5)D steampunk styled action role-playing game with a storyline about intrigue and rebellion

Tetrad

- ## Story:
  - Retrospective Storytelling
  - Background: Surface destroyed by Magitech war
  - Last resort is underwater

- ## Aesthetics:
  - Steampunk (There will be Zeppelins)
  - <3D
  - Inside areals

Tetrad

- Mechanics:
  - Real time fights
  - Gestures to activate skills
  - WASD + Mouse
  - Fight on distance

Technology

- Programming Language
  - Actionscript
  - Javascript
  - ...

- Libraries
  - Allegro
  - Pygame