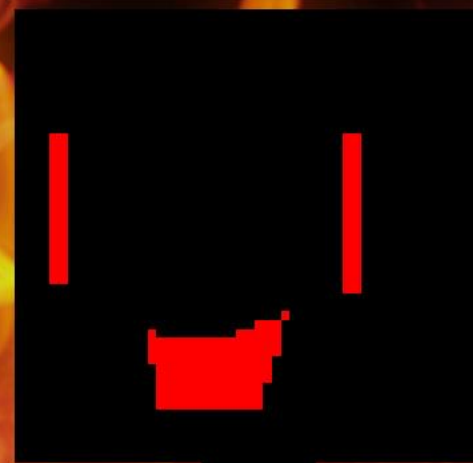
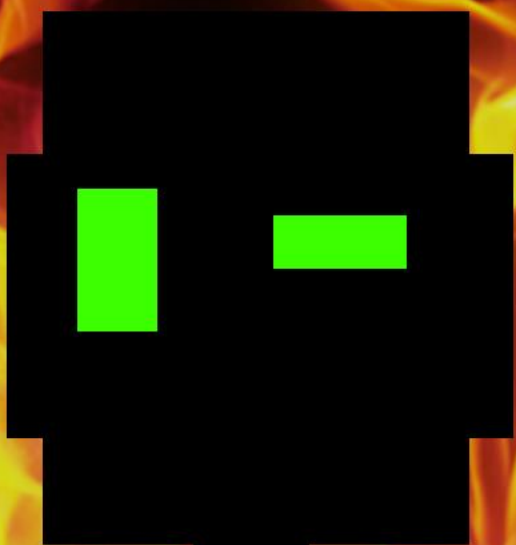


team
PSYCHOBOTS





DUAL
SHOT

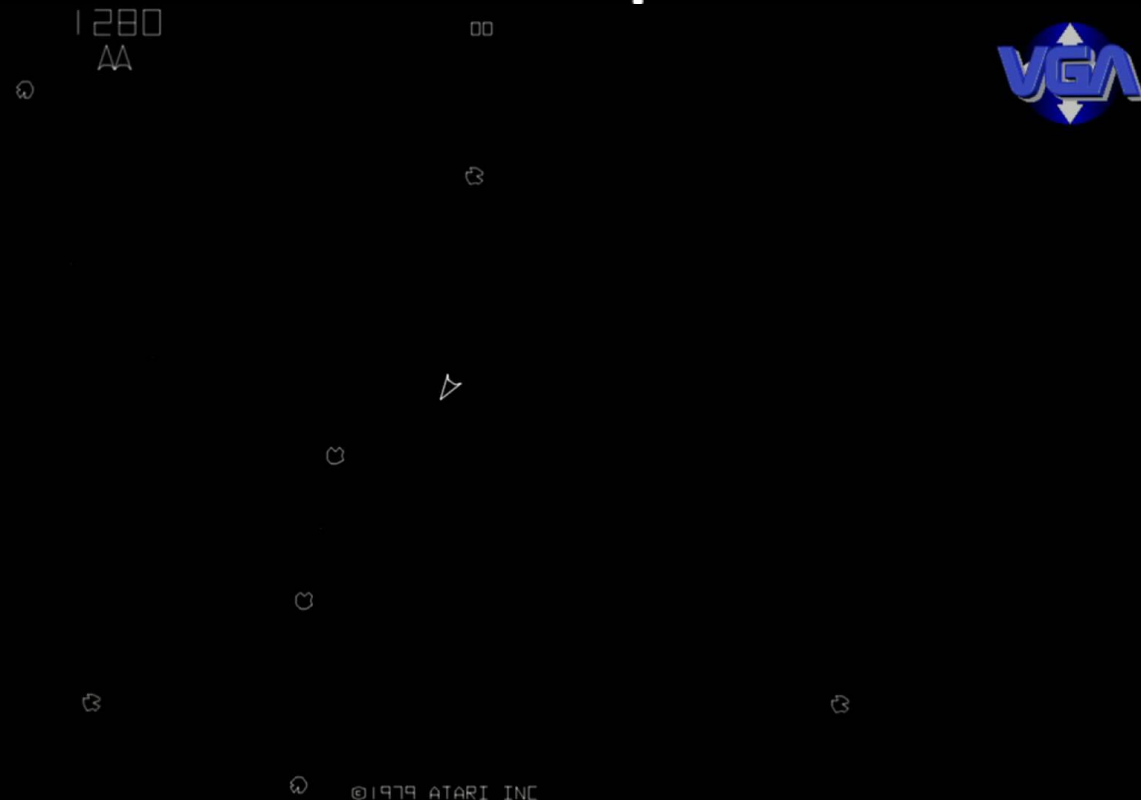
Frenetic and Kinetic Action From Air Hockey



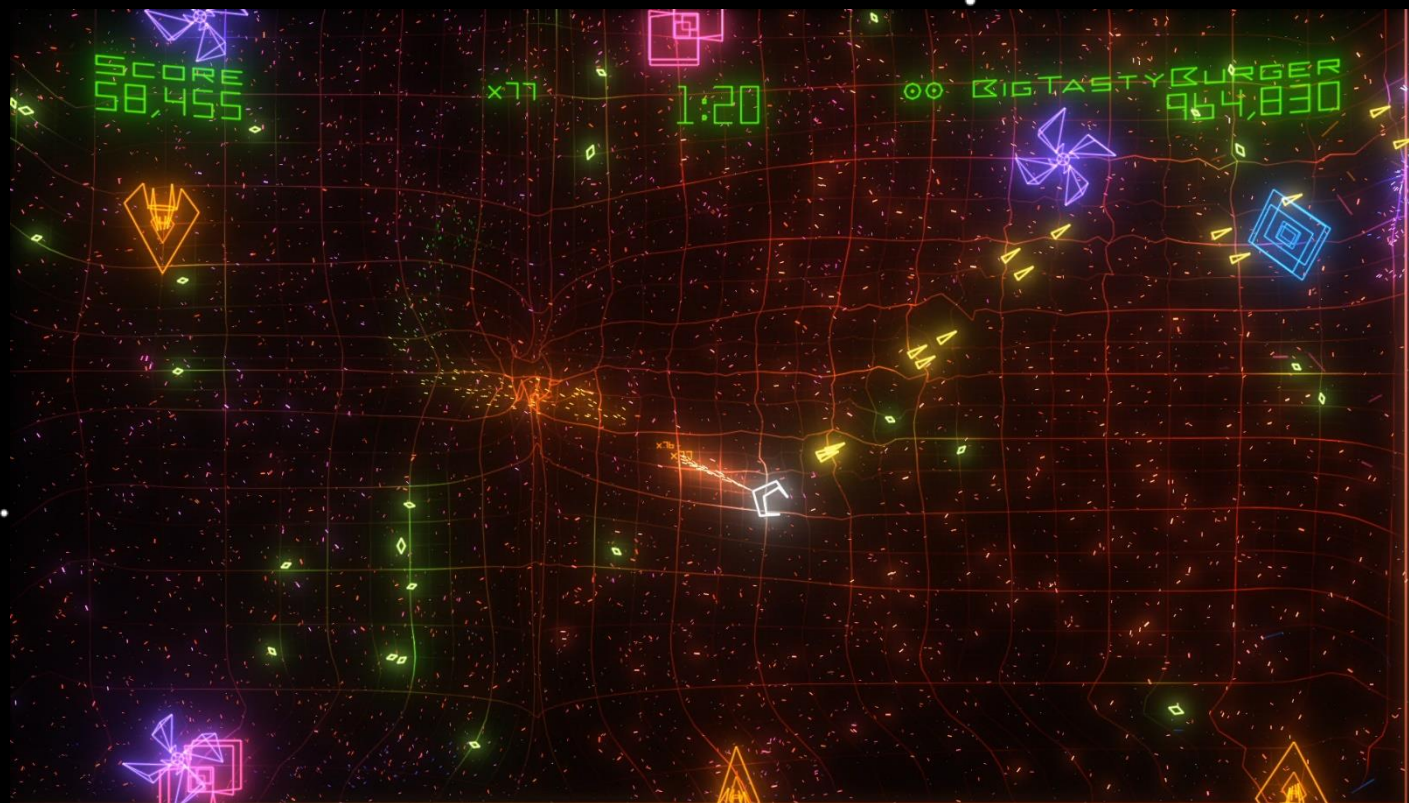
2 Player Competitiveness From Pong



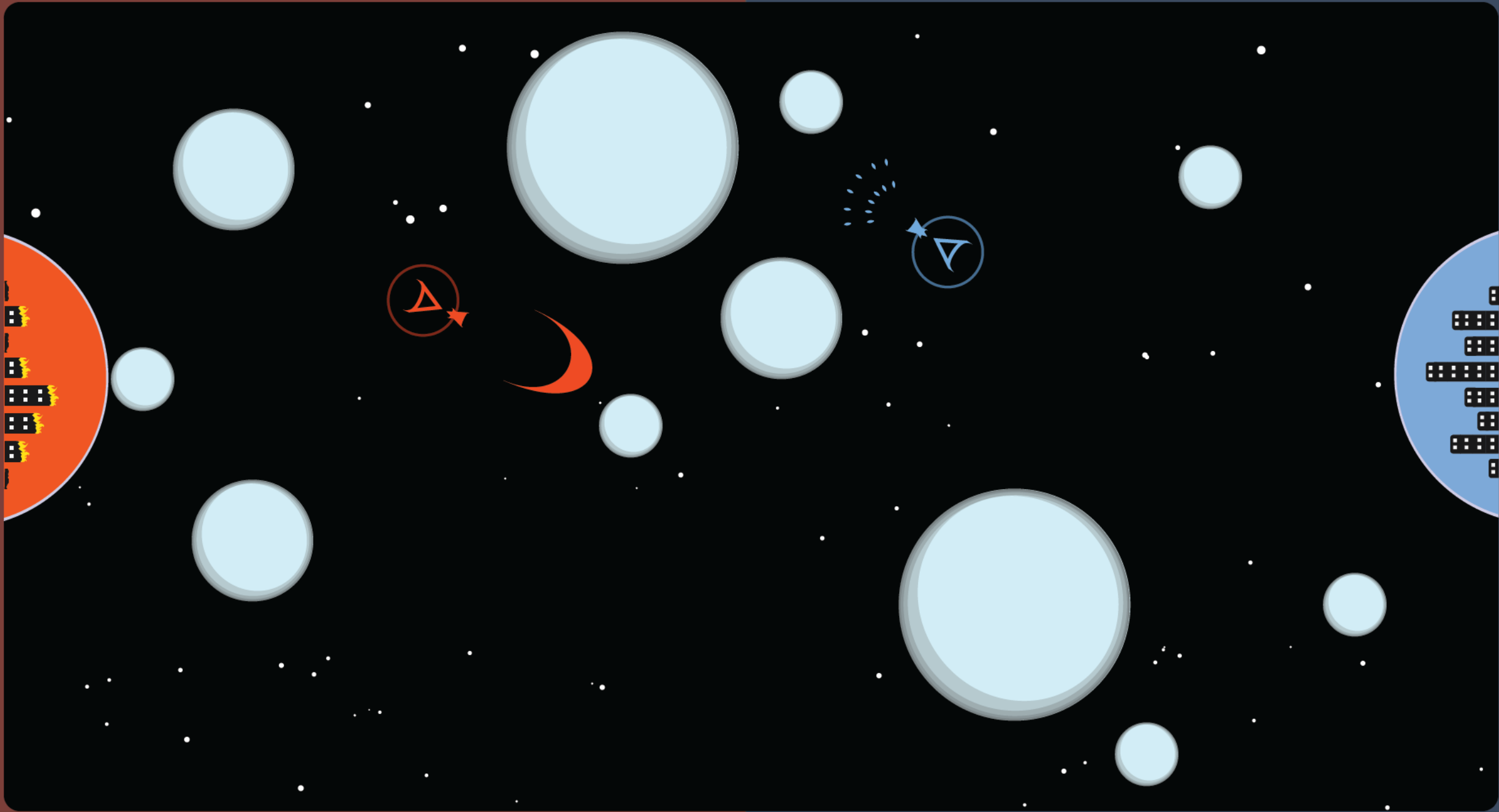
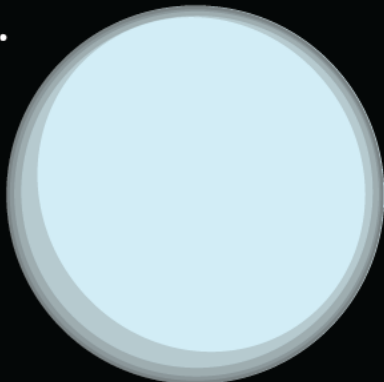
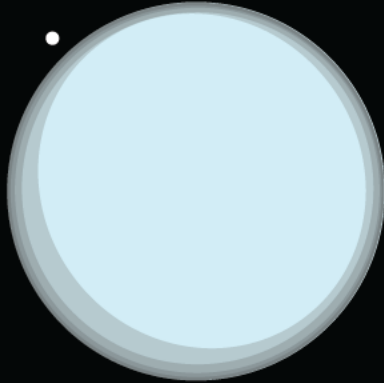
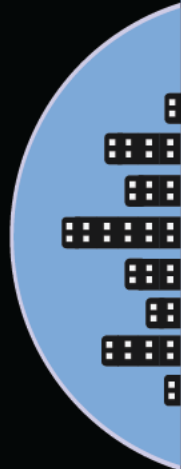
Familiar Object Behaviors From Asteroids



Chaos and Control From Geometry Wars



Each player has one Space City inside of a dome on the left or right side of the screen, as well as one ship that they control. Players can damage each other's cities by hurling Energy Orbs with their Wave Blaster gun. Energy Orbs enter the screen in waves and can be broken apart and eventually destroyed by the players using their other gun, the Orb Blaster. Players can charge each gun as well as collect Powerups. Powerups appear randomly or when the players break the larger Orbs into smaller Orbs. The last player standing wins.



Design Goals

Local Multiplayer

1 vs 1

Short Learning Curve

Difficult Mastery

Audience

Competitive Gamers

Local Multiplayer

Prototyping

Controls: Mouse and Keyboard

Elastic Collisions

Wave blast behavior

Damage from Speed/Mass

Orb Splitting behavior

Future Iterations

1 Player Challenge Mode

3+ Players

A.I.



Thanks for
Watching!