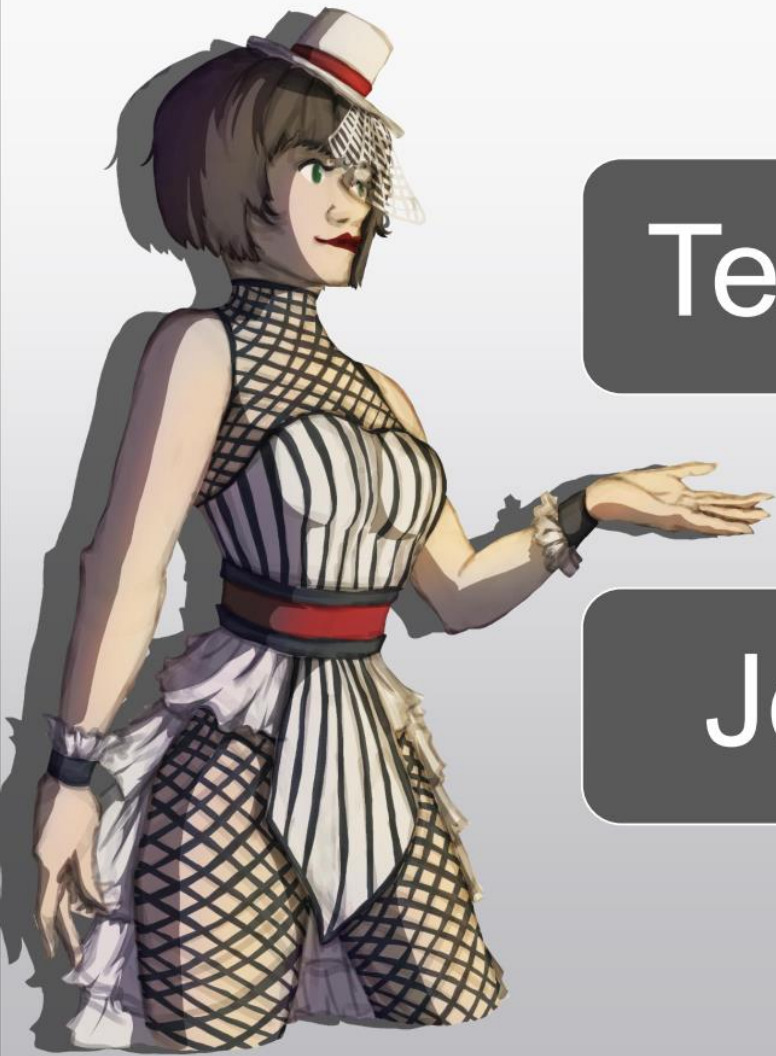


ARTISTA

Even at Worlds end,
there is still time for one
great final show.

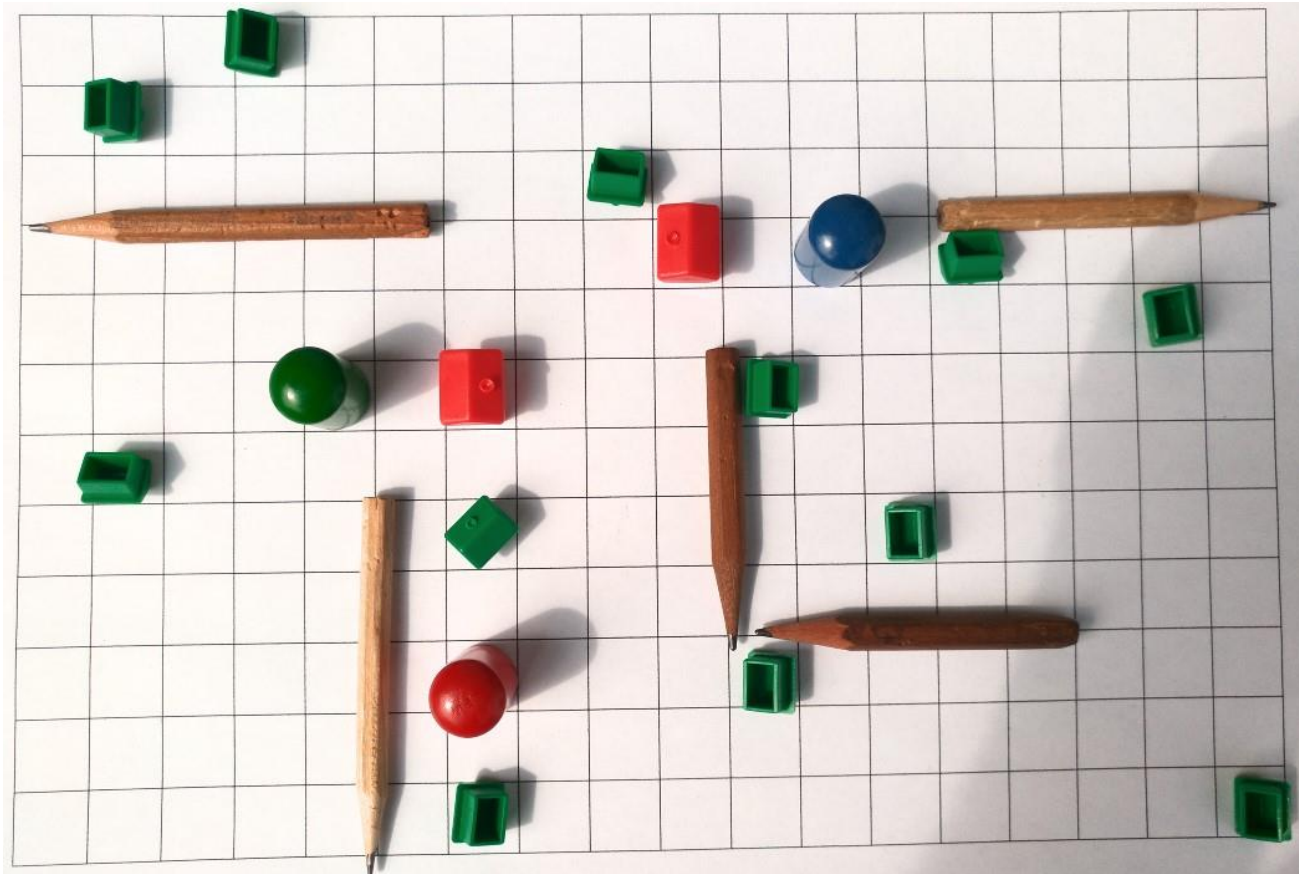




Telekinesis Fighter

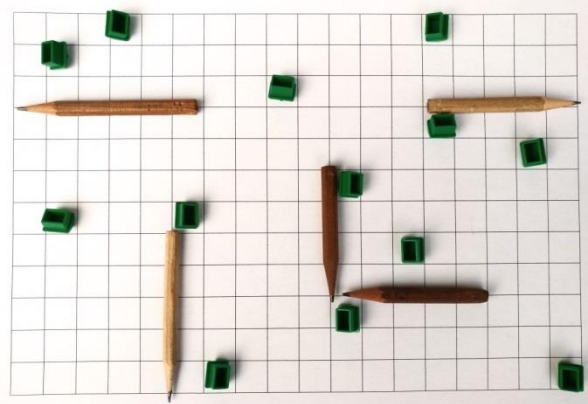
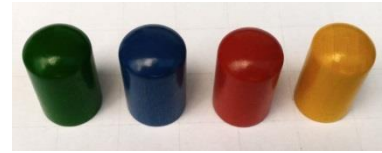
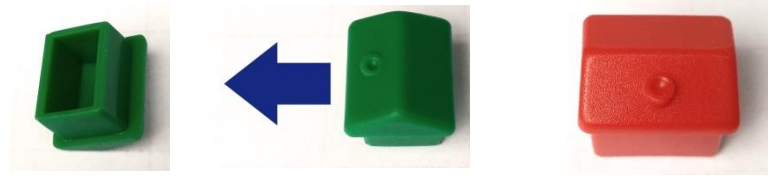
Jolly Apocalypse

Prototype



Setup

- Dynamic objects
- Players
- Map



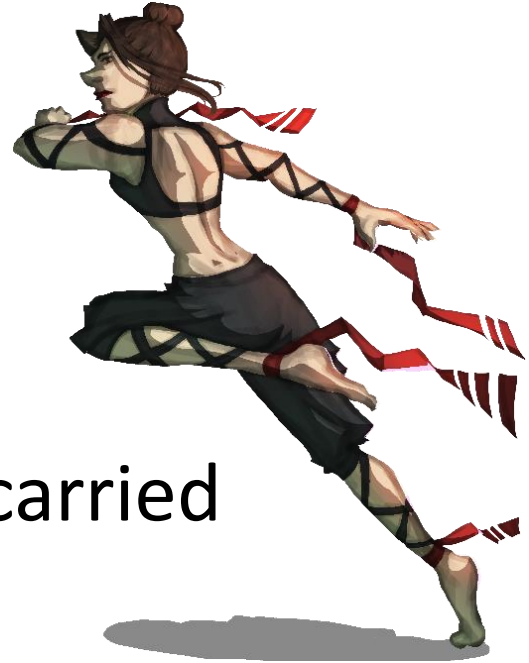
Game Loop

1. Players have 3 stamina
2. Players move
3. Players use Telekinesis
4. Physics rules are applied
1. ...



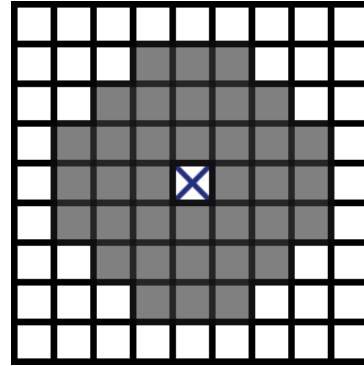
Movement Rules

- 2 Fields in any direction
- 1 stamina per field if an object is carried



Telekinesis Rules

- Grab any still object
- Move object 1 field
- Throw object
- Each action costs 1 stamina





Critiques

- Decouple player visuals from gameplay
- Objects have physical properties
- Stamina system
- Incentives for getting close
- Additional Abilities



Join the final show!

