

ChronoQueue



Alpha Release: Milestone 4

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Current status of the game

- Core gameplay idea
- Generic UI that allows for navigation
- Game state transitions
- Character models and level assets
- Player controls and fight mechanics



Core Idea

- Recap: Instantiate replicas that duplicate player's movement
- Instantiate after every 10 seconds
- Reenact the player
- Replays events - shoot, strike

Game Round

- A single round of 120 seconds
- Allows for 2 to 4 players
- Keyboard and joystick support
- Inflict damage
- Round ends on timer or last player standing
- UI's in game allow for restart or exit



Post Alpha release

- UI needs more work
- Make it easier to navigate
- Improvement on animations
- More level assets
- Adding audio for music and gameplay
- Make the game attractive

