

# ChronoQueue



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# *Inspiration*

- Fast paced arena style multiplayer
- Examples include Gang Beasts, Smash Bros
- Attack mechanic using core concept of duplication to improve the battle



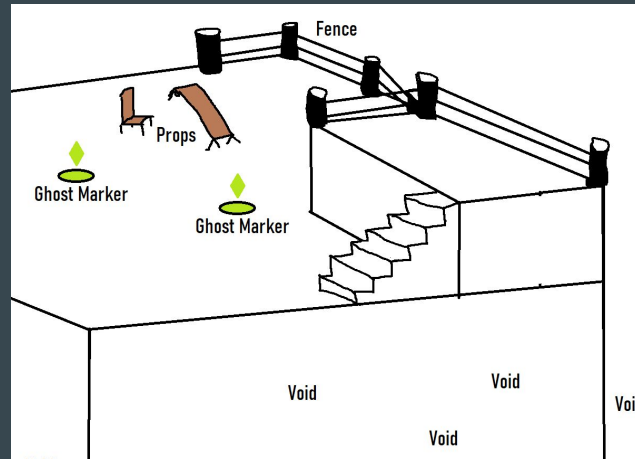
[Gang Beasts](#)



[Smash Bros:](#)

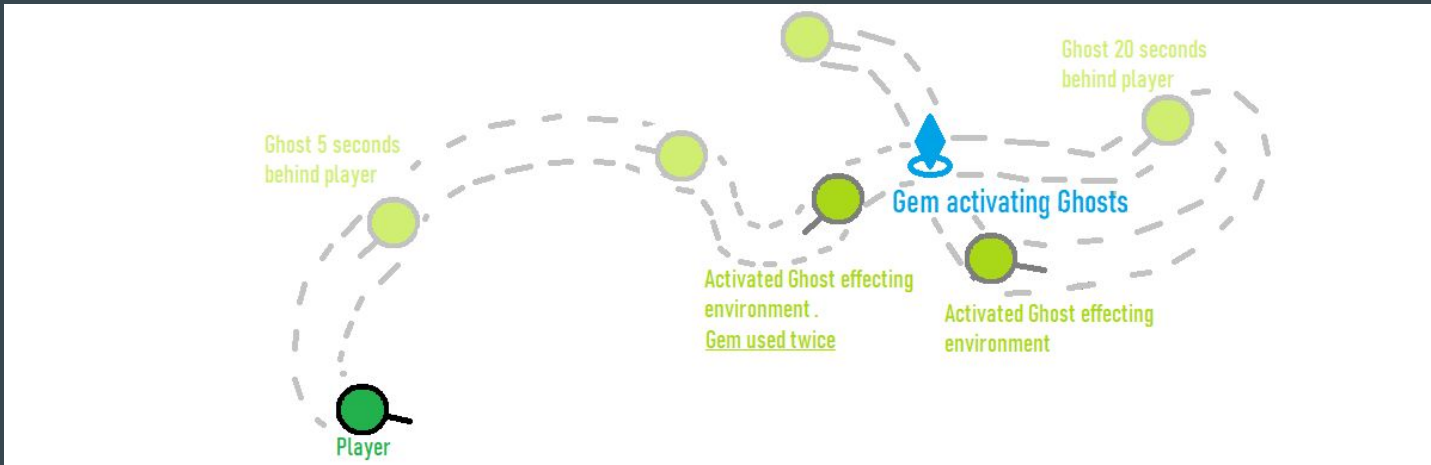
# Gameplay

- Couch party game
- 3D with a top down view
- Compact arenas
- Attacks can be punches, rockets, lasers... no restrictions on abilities and attacks

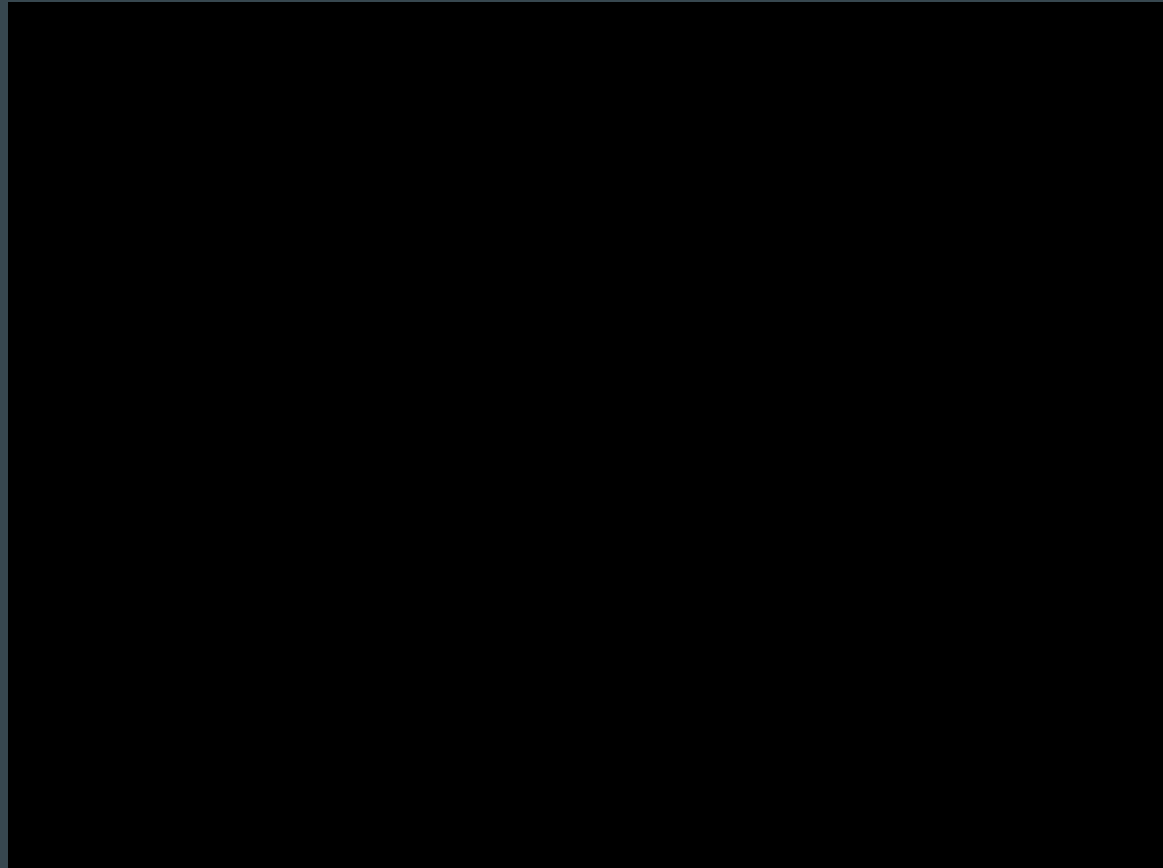


# Core Idea

- Core mechanic: Summon replicas to attack enemy
- Replicas will spawn at intervals and follow the path and actions you have taken this game
- Replicas only affect environment after hitting gems left behind by the player



*Core Idea*



# *Technical*

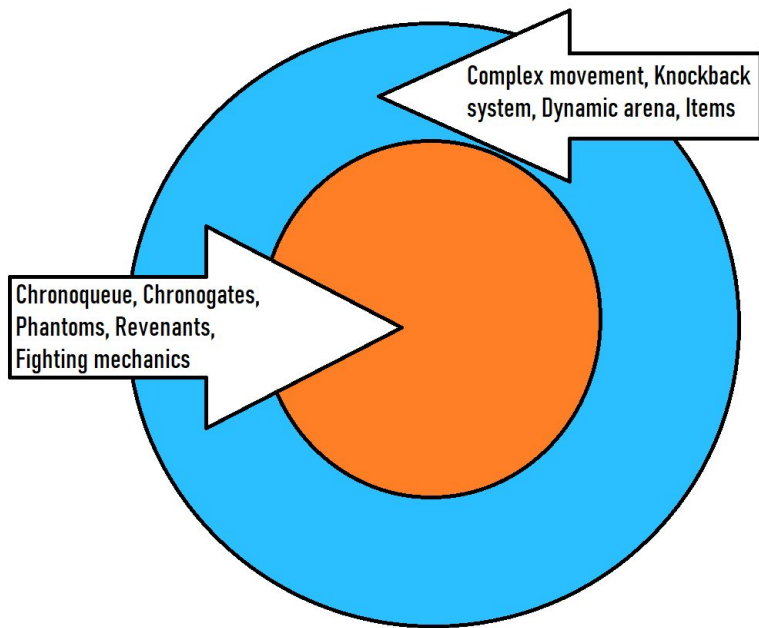
Store per frame data of player to replay the past

Reuse/ pool data so that we don't instantiate an object that stores past data of different length each time

Multi controller and keyboard support

Couch party

# Big Idea Bullseye



## *Engaging with other Features*

Add enemies in the form of NPC's

Add drops that allow for weapon and item uses

Create interesting weapon mechanics

Multiple Characters and Arenas



# Visuals

Display the ghosts to differentiate them from the current player characters

Make the duration of the core idea visually unique and attractive

