

OVERDASH!

Highly competitive, fast-paced, action, couch platformer

Technical

- PC
- PvP
- 2D / 2.5D
- Local (single device) couch multiplayer (up to 8 players)
- Gamepad controller focused

Gameplay

- One game = Several short-length rounds (30 - 60s)
- Platform arena (fits in one screen)
- Movement shooter (double-jump, wall-climb, dash...)
- Players are trying to take each other out
- Simple score system
- Limited ammo (1-5 bullets)
- No HP system. You hit, You out
- Projectiles can be re-picked by anyone
- Players can absorb (and re-use) flying projectile with dash.
- Random pick-up spawns (gives abilities / special ammo)
- Special ammo (explosive, homing, aoe, proximity, undashable...)
- Abilities (shield, super-dash, flying, invisibility, triple-jump, slow-mo...)

Expansion

- Even more abilities and special ammo
- Bracket tournament (for 8+ players)
- Customizable game / rule-modifiers
- Dynamic arenas (moving / shooting parts, environment danger)
- Arena destruction

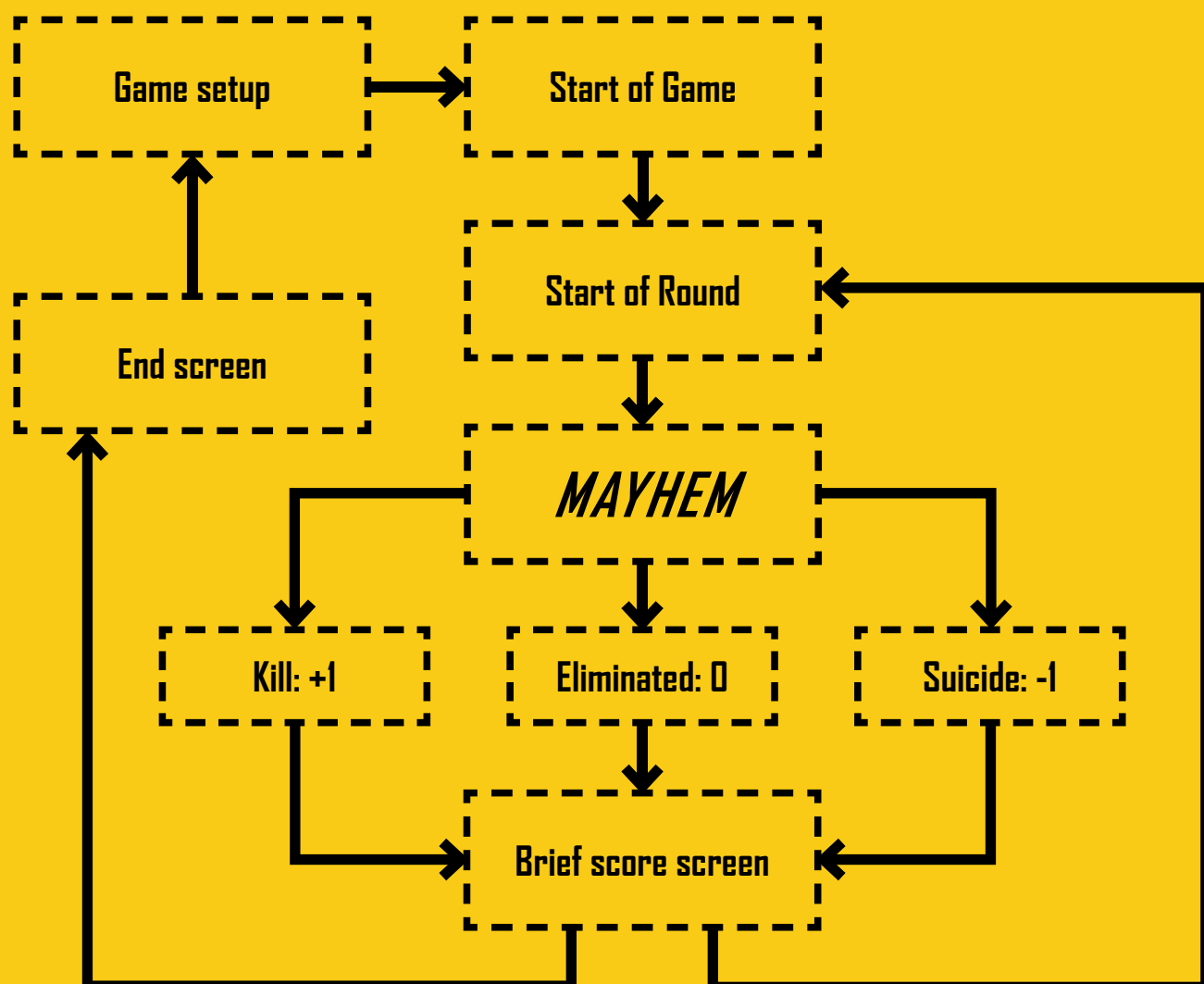
Style

- Sports action
- Literal arena
- Cheering crowd (reacts to events, eliminations, lvl situations...)
- Modern / Sci-Fi architecture
- Tension and thrill of competition
- No blood or gore

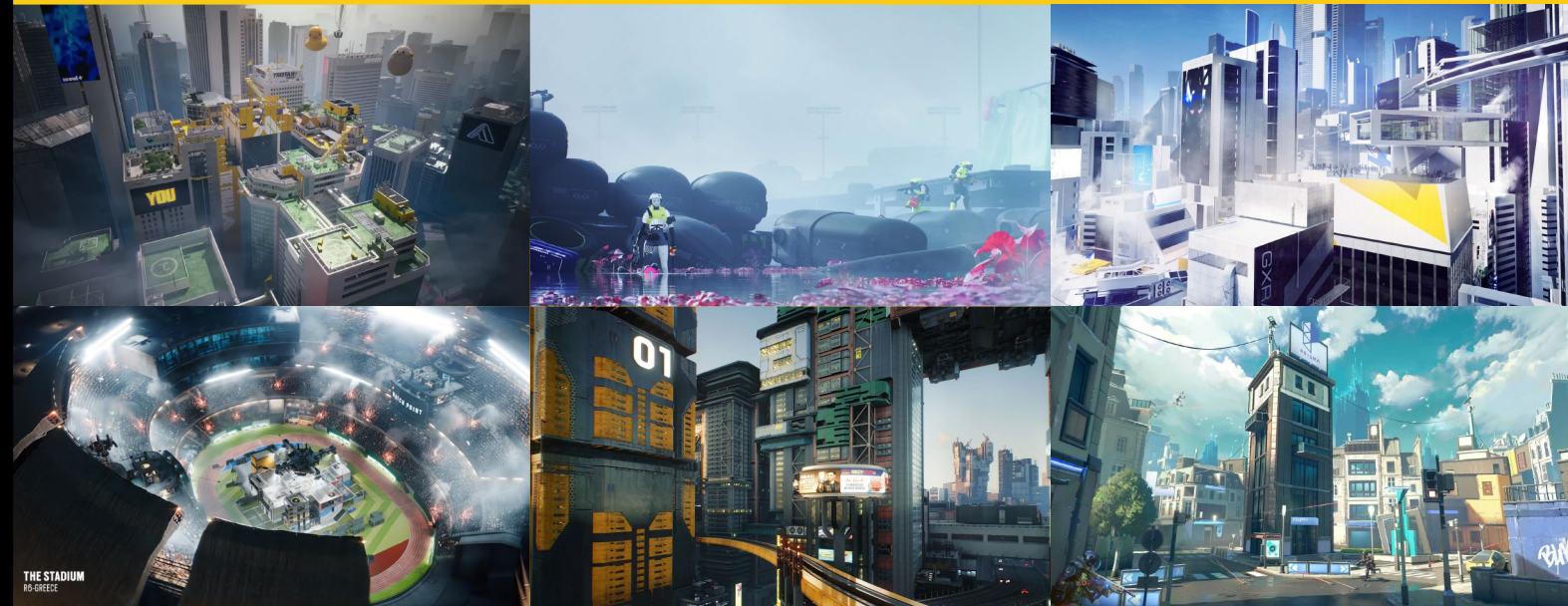
Target audience

- Tournament setting
- Competitive players

Loop



Theme Mood



Gameplay Mood

