

22TANGO!

ツーツータンゴ! SUBMISSION DOCUMENTATION



CONCEPTION

After opening the example project and realising the base project's code is for a 1v1 game, I took to conceptualising the project around this fact, as well as the preexisting visuals. The title and overall theme is supposed to be emulating a "cute" Japanese game. Gameplay-wise the game follows in the footsteps of party games such as Bishi Bashi Special and Crash Bash.



As a Graphic Designer, I couldn't help myself. I ended up focusing on the game's brand first. Once I came up with the name (It takes two to tango), I decided the gameplay should revolve around "dancing" in some way. A "battle for the dance floor" style gameplay idea resonated with me, as it would theoretically not involve modifying the premade code too much, but rather an expansion of it.

DEV. SUMMARY

The primary focus of development were basic gameplay systems and UX. More complex gameplay elements were reserved for later. Sadly, I did not get to work on this project as much as I would have liked. As a result, the game itself is very basic in its current state. I intend to further expand the game after the evaluation period is over, with power-ups, a vs. AI mode, in-game tutorials, custom match types and more. Stay tuned!

3RD PARTY ASSETS

All graphical elements in the game (with the exception of the SFAS logo, of course) were created by me.

SOUND EFFECTS

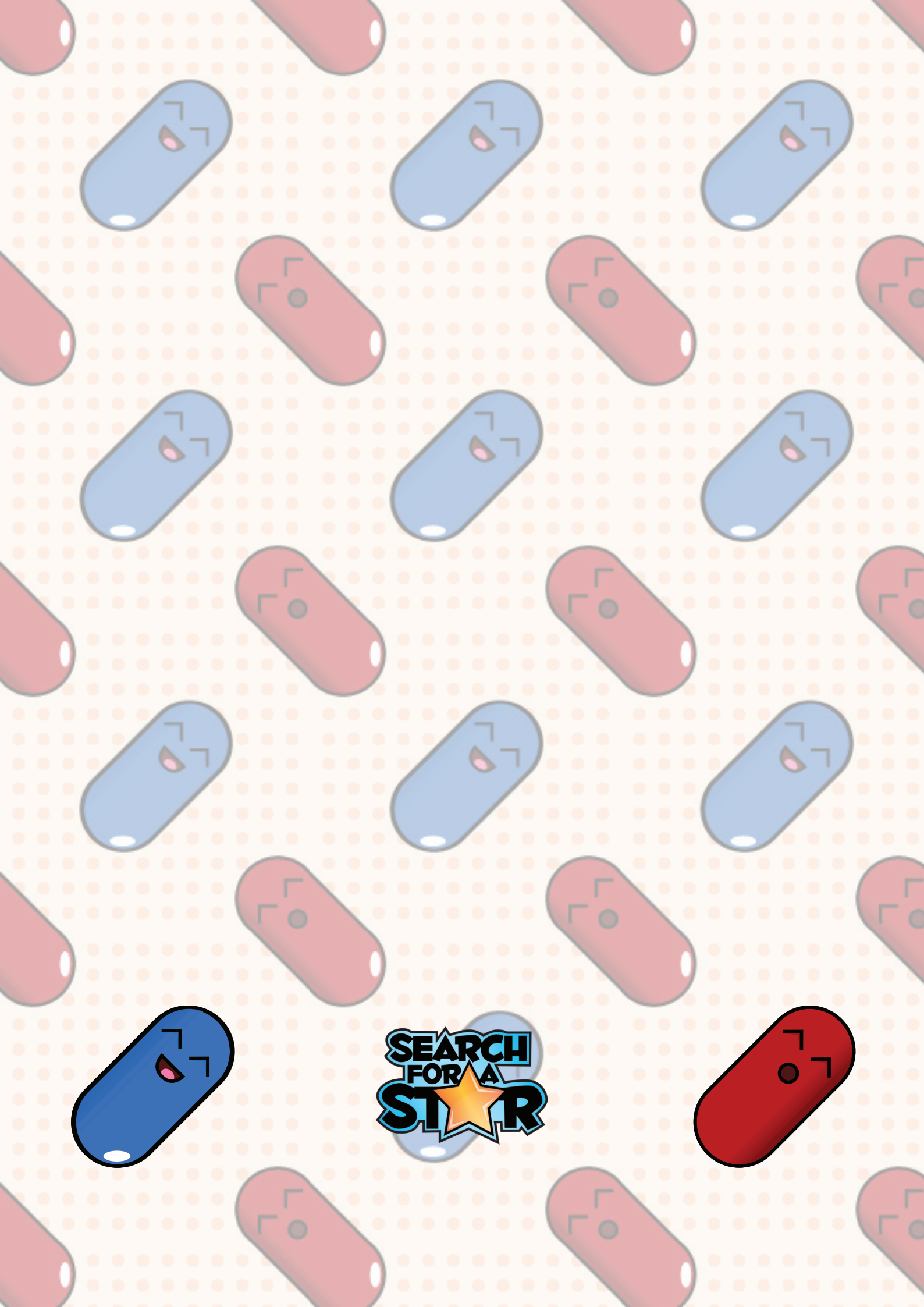
From Sonniss.com GDC Audio Bundle 2017
Gamemaster Audio - Fun Character Voices

BACKGROUND MUSIC

"Doggo Brothers" by PlayOnLoop.com

"Mad Run" by PlayOnLoop.com

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