



HOPE

NOXIOUS

TEAM 2

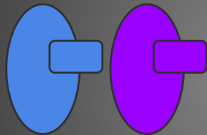
Og Concept

- Getting chased
- Throwing decoys
- Solving puzzles (mini games)
- Different Levels



EXIT





Players



Enemy

Final Concept

- Top-down perspective
- Environmental puzzles
- Co-op
- Stylized dystopian factory

Player 1

Spider bot



Player 2

Crawler bot



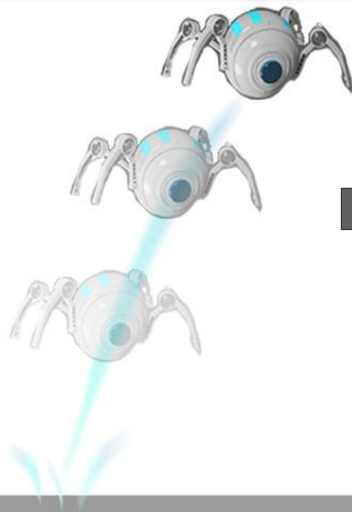
Gameplay

Spider bot

- The “bigger robot”
- Jump mechanic
- Platforming



Player 1
Spider bot

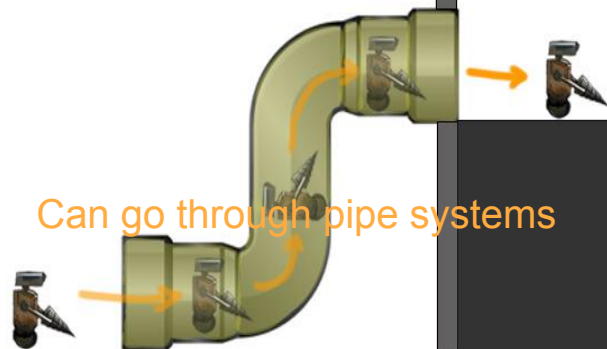


Abilities: **Jump Mechanic**

Gameplay

Crawler bot

- The “tiny robot”
- Goes through pipes and under objects.
- Drill mechanic



Abilities: **Drill Mechanic**
(destroys boxes)

Levels



Dynamics



Collaboration

Dynamics



Puzzles

Dynamics



Platforming

THANK YOU!

