



## Description

Royal Vermin is a **4-player couch party game** in the vein of Stick Fight: The Game or Duck Game, where **chaos** and **accessibility** meet in a **competitive middle ground** where **fun is prioritized over victory**.

## Camera

Like most of its contemporaries, Royal Vermin has a **2D camera type**. A perspective camera with **parallax effects** is used for aesthetic and interesting gameplay scenarios.



## Characters



In a **post-apocalyptic world**, where the human reign has come to an end because of pollution, a new reign has begun. The one of the vermin.

The player incarnates one of the chosen vermin to win a battle royale and become the king of the **dumping ground**.

The main tool for victory is the **trash** laying around the arena, which the player can **throw** at the other competitors and **launch** them out of the arena. The player can also **jump** on other players to **stun** and disarm them. The player can use a **dash** to **evade**, for **platforming**, and to **shove** the opposition away.

## Pillars

### Chaos

A **chaotic energy** dominates the game, making each session unpredictable.

This chaos is achieved through the use of **physical objects** that can be thrown and moved. We also occasionally **change the game's format** for a fresh concept.

### Quick and intuitive fun

The player should be able to **learn** the game mechanics **easily** and **quickly**, thanks to our party-oriented design.

This isn't a school!

Every player must be able to play and have fun, even though there is a big skill gap between players.

### Comedy

Inspired by **slapstick** comedy of the classic Warner Bros. cartoons, the game features comedic **setting**, **characters** and **scenarios** for players to enjoy.

## Persona

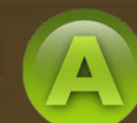
Our persona is best represented by a **group of friends** who want to **party** through gaming. Most of them have played video games before.

This group of friends can be young or old, but our game is not an ideal game for newcomers to this hobby.



## Controls

Jump



Throw

(Toggle & Hold)



Dash



Taunt

