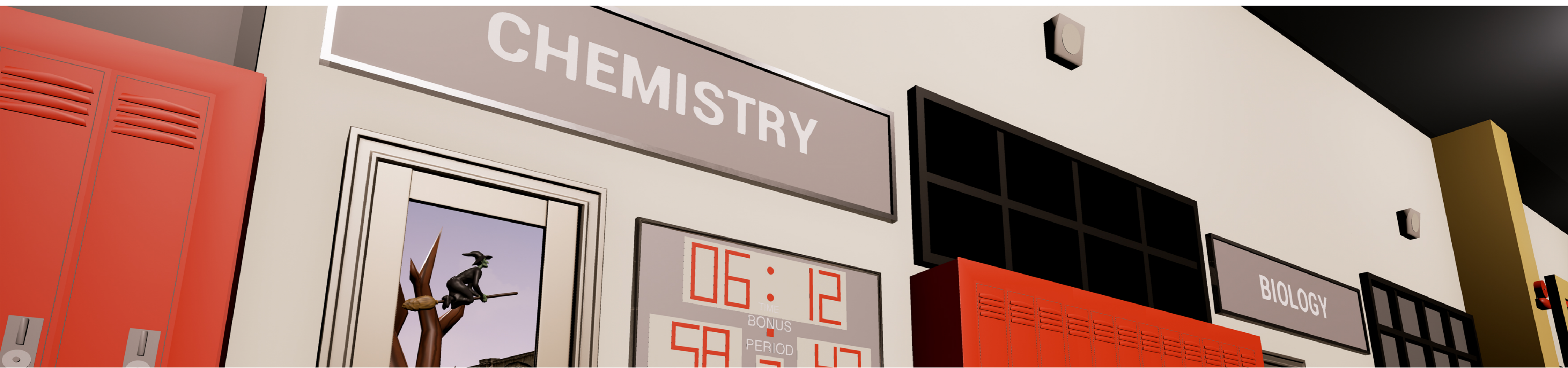




SUPER COMBAT HIGH



Team

Size: 8

Departments

Art (1): Ersin Ertan

Sound (1): Kassym Kushkimbayev

Programing(4): Julian Schmid, Marco Spath,
Natali Bopp, Bahadir Arslan

Game Design (1): Ozan Ozturk

Project Management (1): Tjalle Keus

Premise

Super Combat High is a frantic beat em up game where you conquer the troubles of high school with your fists! Can you vanquish your colleagues and survive a gauntlet of challenges devised by your tutors to graduate?

The game takes place in an overly humorous and absurd high school setting where students fight each other and try to defeat to teachers to receive a passing grade. The goal of the game is to graduate by participating in all classes and receiving a satisfactory grade point average. Players navigate the hallways of the school to access classrooms (levels), the bathroom (store) and the courtyard (combat arena).

In the first part of each level, players fight against other students. At the end of each level is a boss fight against the teacher. Upon defeating the teacher, the player receives a grade depending on their combat performance within the level. Achieving success in all classes allows the player to advance in year, until eventually they can graduate.

There are multiple playable character classes. These classes are designed after various high school stereotypes such as nerd, jock, bully, cheerleader, goth kid, punk girl, skater boy, prom queen and king.



Software

Super Combat High is a frantic beat em up game where you conquer the troubles of high school with your fists! Can you vanquish your colleagues and survive a gauntlet of challenges devised by your tutors to graduate?

The game was developed with Unreal Engine 4 in 3D by a team of eight students working in departments of project management, game design, art, engineering and sound design.

The Kanban methodology was used to manage the project using Jira as Scrum board and Slack for teamwide communication.

