



# TEAM

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# CONCEPT



## IDEA

Multiplayer Battle Royale  
Low Poly  
Physics based



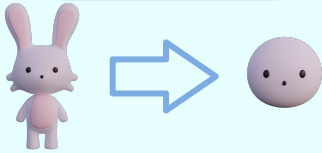
## TOOLS

Unity Game Engine  
Blender 3.5  
Affinity Designer

# USE ABILITIES!

**SHIFT**

bouncemode



**LEFT CLICK**

attacking



# AVOID OBSTACLES!





CHECK OUT OUR TRAILER!