

Intro

GAMMARUNE

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Artist and Programmer

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Music Composer and SFX Designer

Gameplay Mechanics

YOUR SOUL:

- Your white SOUL is full of HOPE. Holding [Z] while in a battle grants you a charging meter to PARRY.

THE WORLD:

- Semi-open world.
- Interactions with the world itself.
- Sections are locked behind boss fights/puzzles.

FIGHTING (OR MERCY):

- The player will have the choice to either KILL enemies mercilessly or be kind and SPARE. There are NO take-backs. This may affect the ending, you decide.
- During each fight, you can ANALYZE which allows you to see the enemy's SOUL. Once their body is transparent and their SOUL glows, you can KILL or SPARE.

Tab 3

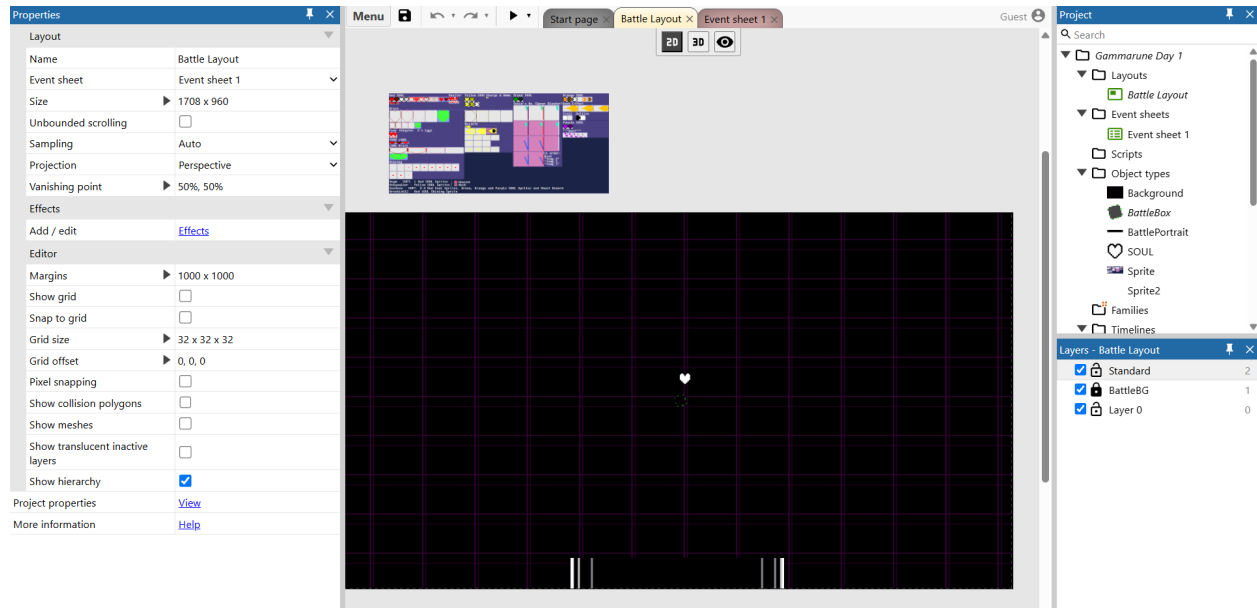
Colors

Yellow - 255, 255, 0, 255

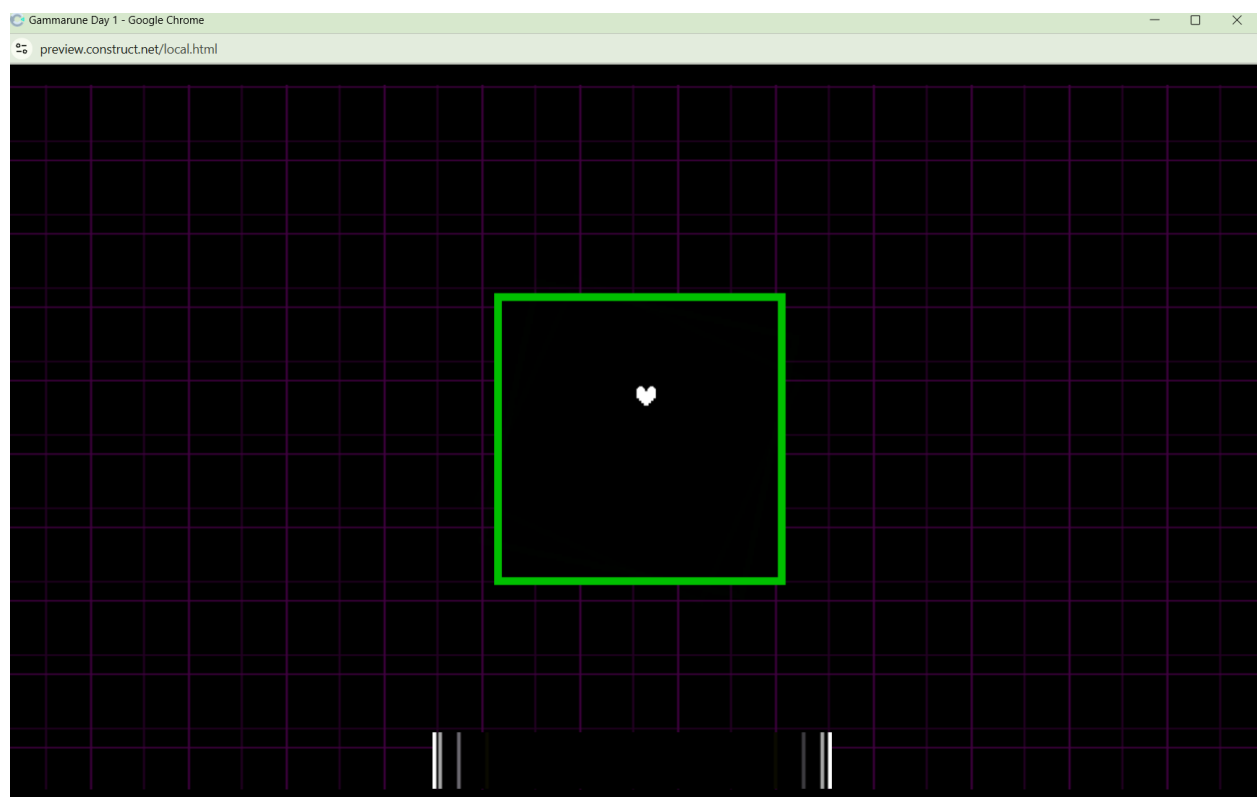
Dark Yellow - 156, 156, 0, 255

Darker Yellow - 59, 59, 0, 255

Screenshots / Work Done



We were able to replicate the “battle box” mechanic present in Toby Fox’s Undertale and Deltarune



The player (the white SOUL in the middle) has 8 directional movement within this green box
 →a big part of this game mechanic is dodging attacks that will come inside the box
 →at the bottom, we were able to add part of the battle menu UI where the player would be able to choose their turn in the battle

