

DREAM TEAM PRESENTS:

G-SUITS

EXPERIENCE

- G-Suits is an intense, life-or-death local multiplayer blender that captures the danger of hand-to-hand combat in space. Players will soon realize how easy it is to lose a fight in the final frontier and will have to come up with new, unconventional methods to survive. Gameplay is fast-paced and relentless, challenging the players on their reaction time and cunning.



OBJECTIVE

- Your objective as the astronaut fighter is to take out all of the other players as well as protect yourself from their methods of destruction as well. It is an all-out deathmatch, so the last one standing is the winner. Only the survivors are victorious, so your goal is to add your name to those ranks of champions.

RULES AND MECHANICS

- G-SUITS is a two-dimensional fighter game in a three-dimensional space environment where everything that can be lifted can be used at the players' disposal. Players will have to utilize the physics that come along with space combat as well as be wary of anything that poses a threat as any direct hit from a dangerous object means death and instant defeat from the match. Players can use anything they pick up as a weapon against one another. There is no time limit and the last one standing is the winner.

CHARACTERS

- Players take control of various members from different astronaut gangs who fight over different colonized territories on and around the moon. These astronauts dress themselves in illegally obtained G-Suits to protect themselves from the harshness of space as well as give them the ability to transverse lunar territory.

STORY

- Gangs have formed themselves in the only place where there is no law: Space. The lunar society of colonies is the perfect place to hold gangs, but they are all in competition with one another. They pick the strongest of their unit to fight each other for different territories scattered around the moon and various parts of space, constantly trying to give their gangs the advantage!

OBJECTS AND THEIR FUNCTIONS

- Spears: can be picked up and thrown at one another.
- Boxes: can be picked up to be used to climb structures.
- Mystery Box: (not used yet) gives the player a random weapon

PUZZLES AND THEIR SOLUTIONS

- Puzzle: A ledge is too high!
Solution: Throw a box and climb!
- Puzzle: There is debris in the way!
Solution: Knock it away to get by!

SCREENSHOTS



