

Game Proposal – Robots! (A 2d side scroller)

Project Idea:

I would like to make a 2d side scroller. The main character will be a robot and have a few different attacks.

Scope:

Three Basic levels - each with its own theme and unique mechanic

One boss battle at the end

The gameplay should be a basic shooter game (Megaman like)

Include a starting page and ending credits

Availability:

Hello, this project will be for people who can do game dev in their spare time. I work 9-6:30 most days, and then go to the gym after work. I will be available any time after 8 pm on weekdays and most of the day time during weekends. I am located in the EST time zone.

Project Duration: 1 month. After the one month is finished, I would be willing to make a sequel using what we learned before as a base.

Ideal Team Size:

Project Manager – Myself, I will also be helping with the programming

Programmer 1: A mid level programmer

Programmer 2: A beginner programmer

Artist: Any level range

Artist 2: Any level range

Other: We might not need anyone else, but if you have a special skill, please apply.

Monetization: If this game makes any money (Very unlikely), the profits will be split evenly between the members.

What I want people to learn: I want people to learn how to work in a group setting, and learn how to program / make assets for Unity.