

New Game



Don't Drop!

A Lightweight Multiplayer Party Brawler

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CONTENTS



01.Game Positioning & Objectives



02.Core Gameplay



03.Rules



04.Game Arts



05.Feasibility Analysis

01

Game Positioning & Objectives

Don't Drop!

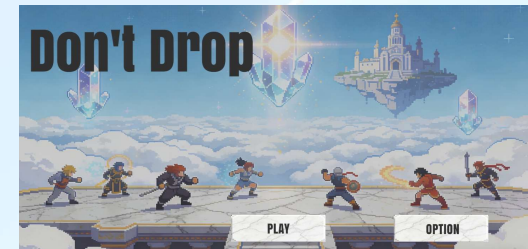


Game Positioning & Objectives



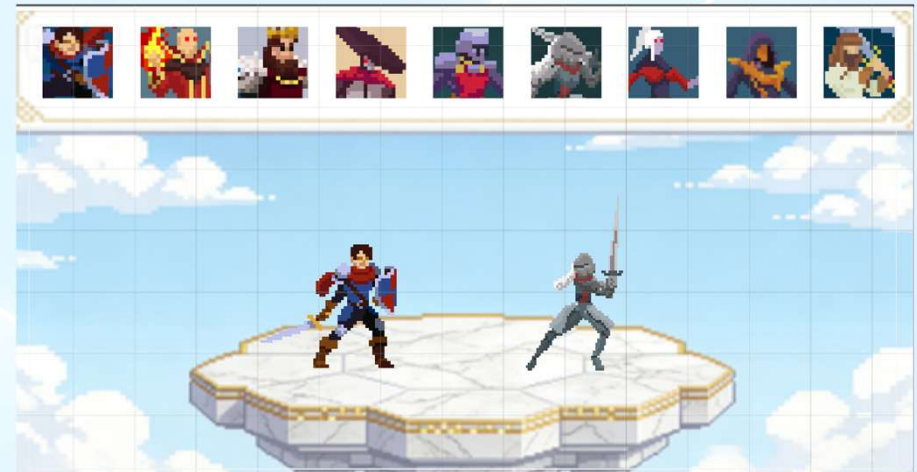
Lightweight Party Brawler

Ultra-simplified controls for instant fun



Non-Competitive Gameplay

Focus on shared joy, not just winning



4-Player Multiplayer

Perfect for gatherings and parties

02

Core Gameplay

Don't Drop!



Map



<> Run

↑ Jump

↓ Fall

☹ Hit

03

Rules

Don't Drop!



Rules



Core Rule

Falling off the platform results in a **loss**. Each player has three lives, **last standing wins**.



Knockback Effect

Attacks knock your character back. Special animation emphasizes this impactful effect.



Knockback Value

No HP bars—each hit increases your **knockback value**, making you fly farther when hit.



Rules

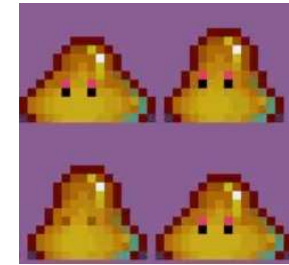
For excitement and unpredictability, **random power-ups** will drop from the sky during the match.



Speed Boost



Shield



Bomb

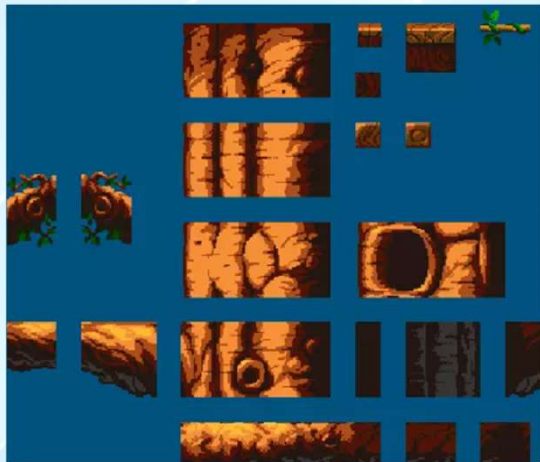
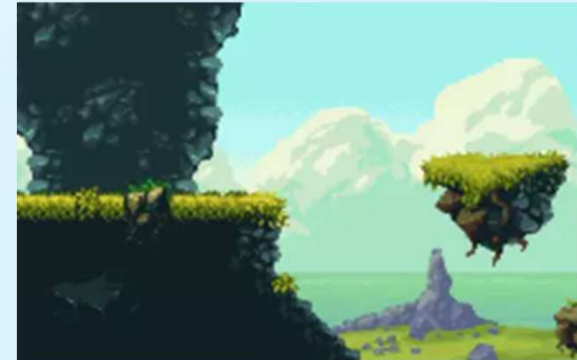
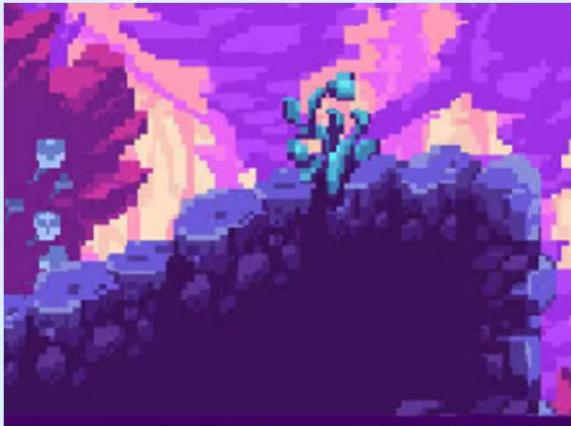
04

Game Arts

Don't Drop!



Game Arts



Game Arts



05

Feasibility Analysis

Don't Drop!



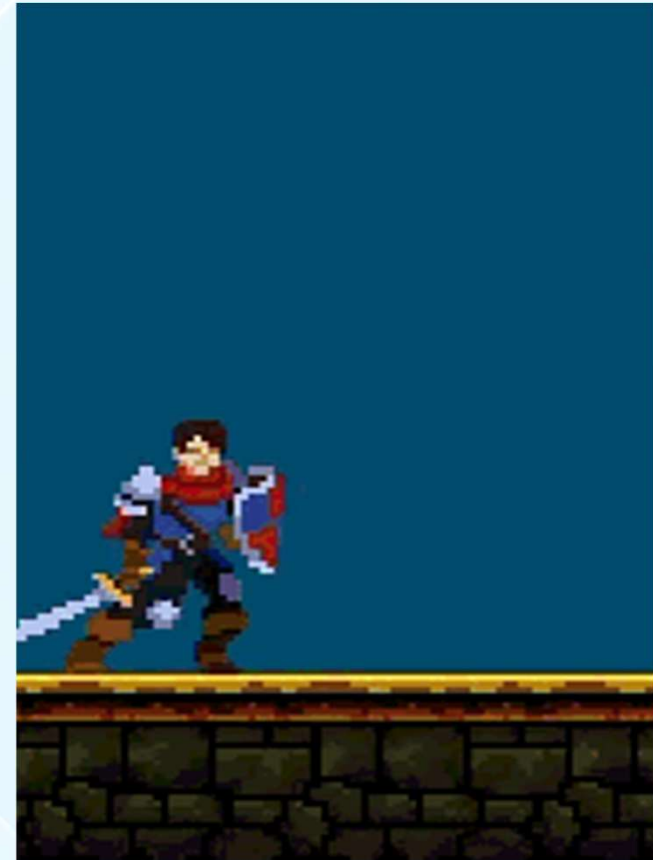
Feasibility Analysis

Technical Feasibility

The game mechanics are straightforward, making the technical implementation relatively **simple** and **low-risk**.

Challenge: Balance

The main challenge lies in **balancing** the knockback values. Achieving the perfect feel requires extensive playtesting.





Enjoy Yourself!!!

THANK YOU

Let's play together next time!

