

Shiny Ninjas

"If light travels so fast, how come it's never caught a ninja?"

Strike at Night

(Vision Statement)

The heirs to the four, light weapon wielding, "Shining Clans" are tasked to eliminate the head of their rival clans. Since they all embark on the same night, stealth and tactical thinking is most sought after to successfully defend one's home while eliminating the others.

Hide in the Shadows

(USP)

Instant kill brawler, where one utilizes light to take out the enemy or defeat their clan leader

The brightest way to Victory

(Key Features)

- Dash forward with a Light-Infused attack, to dispose of enemies or pass through illuminated barriers
- your strategy must change constantly to react to enemy behavior

"When you can't make them see the light, make them feel the light".

Game Type: 2.5D Arena Party Game
Genre: Stealth Action Brawler
Setting/Style: Traditional Japanese Flair
Game Mode: local Multiplayer

Player Count: 2-4 Player
Platform: PC (evt. Consoles)
Controls: Keyboard/Gamepad
Engine: Unity

Target Audience: teenagers - young adults, with an affinity for fast paced, local, pvp games