

Joustrich

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Idea / Vision / Statement

Slip into your favourite armour, grab your sturdiest lance and mount your trusty... ostrich! *Joustrich* is a local multiplayer platformer that pitches 2 - 4 players against each other in an epically silly struggle of knights steering ostriches and throwing lances each other.

Based on the original *Joust*, but brought to a whole new level.

Unique Selling Point

There is a shocking lack of games featuring these beautiful creatures known as ostriches. We aim to fill this gap. Additionally *Joustrich* exhausts the possibilities of whacky movement controls that bird-based movement combined with twin-stick shooter like combat offers.

Player activity / Core game loop

Players take control of a rider and their ostrich, at the same time steering the stubborn animal while aiming with their weapon of choice in order to hit the enemy knights. This all takes place in 2D side view with handcrafted stages.

Game Goal

Players try to knock all enemy knights off their ostriches by hitting them with their weapon. When a player is the last bird-man-combination standing they claim victory!

Game mechanics

Steering those damned birds

- While not airborne ostriches can accelerate towards high speed and move to the left/right

- Ostriches can jump and flutter a little bit through the air

Stick 'em with the pointy end

- At the same time as moving players need to control their weapon and try aiming at the enemy knights
- Players can thrust their lance forward and throw it at the enemies
- After throwing the lance it sticks in the ground/wall and the player has to go and retrieve it. Before they get it back they are basically defenseless.

Fancy additional ideas

- Power-up's that enhance a rider (or bird) for a short amount of time
- Birds can lay eggs that are explosive traps
- Knights can equip diverse weapons which behave in different ways

Controls

This game utilises Gamepad controls.

- Ostrich-Movement: Left/Right → Analogue Stick Left or Right
- Ostrich-Movement: Jump+Flutter → Trigger Left or Right
- Knight-Weapon: Aim → Analogue Stick Left or Right
- Knight-Weapon: Thrust Weapon → Trigger Left or Right

Maps / Visualization

Maps are handcrafted utilising the Tiled Editor.



TowerFall Ascension - this but with Ostriches



The original Joust - but brought to a new level

References / Inspiration



