

Development of 3D Co-op PC Game

Game Description:

- 3D co-op game where players work together to reach the final point and win
- Up to 4 players connected with a chain/rope mechanic
- Gameplay focused on teamwork, movement, jumping, and pulling each other
- Third-person perspective
- Parkour-style environment inspired by a Gulf/Arabian setting
- Main objective is to avoid falling while progressing through the level

Level Design:

- One large continuous level (not separated stages)
- Includes checkpoints throughout the level
- Simple internal progression sections within the same map

Visual & Audio:

- Simple/stylized graphics (not overly complex)
- Basic sound effects and background audio

Features:

- Main menu (basic UI)
- Multiplayer co-op functionality
- Smooth and simple gameplay experience

Project Scope:

- Full game development (not just a prototype)
- Priority on fast delivery
- Open to suggestions for improving gameplay and performance

◆ Similar Game:

The concept is very similar to the game “Chained Together”.

