Button Legacy: Rise of GenZ Defenders

Game Identity / Mantra:

Top-down RPG about a hero, whose duty is to defend a sacred button from hordes of evil enemies, utilizing powers that the button possesses.

Design Pillars:

Epic, Heroic, Sacrifice

Genre/Story/Mechanics Summary:

This game is a RPG, where you must protect the sacred button, which gives you power ups after each press of the button. However, the powerups appear after you collect certain amount of XP from killed enemies. At first, there is not much happening, but after some time, more and more monsters come to destroy the sacred button. At the end, the evil wizard comes, who will survive, you and the button or the wizard?

Features:

After each level up, you must choose between 3 power ups
The power ups are split to two categories – regular and gold, where gold is a better version of the power up
You can't just collect all XP and level up, you must utilize the sacred button, when your XP bar is full and press it
Automatic attack
Pace change – the game is progressively faster and harder
Food – enemies drop food that will restore your HP
GenZ Bager – there is a small excavator, always following you and giving you moral support

Interface:

Movement – WSAD
Button press – E
Collecting XP/Food – Automatic
Attack - Automatic

Art Style:

Our game is pixel art style, similar to Stardew Valley. A lot of game assets, however, were created by us, so the game is a little bit custom.

Music/Sound:

We have used some sounds to immerse the player. We tried to use RPG/Fantasy sounds.