



Shelfish: A Multiplayer Brawler Party Game

Made by a four-person team consisting of Computer Science nerds, gamers and 2D/3D artists. **Developed in Unity.**

Overview

Shelfish is a physics-based multiplayer party game that simultaneously blends philosophy, cooperation, timed-tension, and competitive chaos. Can you escape your predicament alongside your friends, or will you selfishly try to become the victor, and leave the others to fend for themselves? Drawing inspiration from titles such as *Gang Beasts*, *Fall Guys*, and *Mario Kart*, this game combines split-screen local and single-screen online play to deliver a unique and accessible experience for all players!

Our game emphasizes team-based survival, stamina management, and backstabbing. We require players to master awkward lobster claw movement while navigating various scenarios that get trickier with each stage.

Game Features

- **Multiplayer Mayhem**
 - Up to 8 players, with support for 4-player split screen
 - Competitive and cooperative phases with various objectives
- **Physics-Based Lobster Controls**
 - Claw movement mapped to joysticks, & WASD with trigger inputs for snapping shut
 - Slow, wobbly mobility designed to feel like you're maneuvering pincers

Phase 1: The Boiling Pot

- Survive by climbing out of the pot before your stamina runs out
- Points awarded based on how "cooked" each lobster becomes

Phase 2: The Kitchen Gauntlet

- Played as a frantic dash across a restaurant counter under falling knives
- Obstacles include vegetables, sticky rice, and other kitchen hazards
- Grab teammates to sabotage their progress, but risk falling behind

Phase 3: The Final Showdown

- Remaining lobsters duel or attempt to make peace in a final open beach arena
- Tools, sticks, and debris can be picked up for improvised combat
- Gameplay includes optional PvP and required PvE
- Maze-like grass to the shore creates ambush and chase opportunities from enemies

Endgame Summary

- Post-match results track survival time, cooking progress, duels won, sabotage attempts, and overall performance
- The ultimate survivor is crowned with the title of **“Lobster King”**

Email Jamie to request demo access!!

Note from devs: This game is still in production and we plan to roll out updates to a small group of testers as the levels progress before releasing it to the public. Our goal is to have this accessible on Steam by 2030.

Latest Artwork

