YouTubers vs Streamers

Alxygen

Title	YouTubers vs Streamers
Genre	2D pixel art versus fighting game
Status	In development
Release	Coming soon
Engine	Godot
Developer	Riccardo Lipari, Founder & Game Director
Company	Alxygen SRLS · P.IVA IT17960551004
Players	1 or 2 local
Website	yvs.aixygen.com
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The project

YouTubers vs Streamers is a 2D pixel art versus fighting game inspired by '90s arcade classics. The fighters are characters inspired by Italian YouTube and Twitch creators, each with moves, a super and a stage built around their identity.

The game is being developed in the Godot engine. It is a project by Riccardo Lipari for Alxygen SRLS.

Developed with the help of artificial intelligence tools, under the author's direction.

What's already in the game

- Creator roster. Characters inspired by YouTube and Twitch creators, each with their own special moves and a super.
- Two different outfits. Player two doesn't just get a colour swap, but a completely different outfit.
- Stage-bound supers. Some supers use the character's home stage and only work there.
- Modes. Arcade with bonus stages, fight against the CPU, local two-player versus and training.
- Original soundtrack. Original tracks composed in Furnace with the sound of the ESFM FM chip, like '90s PC sound cards.
- '90s look. Pixel art at 60 frames per second and an optional CRT filter for that old monitor feel.

Current roster

YouTube. Cicciogamer89, Favij, Yotobi, PlayerInside, Save a Gamer
Twitch. Giada Cristina Bessi, Kurolily, Kasumisen, Blur

Characters are inspired by the creators named. Their presence in the game does not imply sponsorship, partnership or official collaboration unless stated.

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