New indie studio Raging Noodle just made fighting games a whole lot bigger!

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Montreal, Quebec – The studio Raging Noodles is in the process of making a fantastic humoristic and engaging fighting games called Fat and Furious where oversized fighters battle in a fast food restaurant tournament using the art of Kung Food!

This new fighting game is only set to launch in 2023, but it already delivers a strong art direction inspired by the 2D cartoons from the 1990s and a unique twist on the genre by introducing food projectiles, colorful costumes that give special abilities, belly dance moves, poutine power ups and chicken attacks!

Based in Drummondville, Quebec, Canada, the indie team just dropped their first trailer on social media and co-founder Louis Demers also streamed for the first time their gameplay at the MEGAMIGS 2021, the biggest video game conference event on the East Coast.

“We’ve been working passionately on this game for 3 years now and have reached this milestone where we were ready to showcase it for the first time at the MEGAMIGS. The public’s reaction was super positive. It gave us the opportunity to talk to the community directly and gain valuable insights on where we could improve and how to make this an even greater entertaining

fighting game for both PC and console players." Says co-founder and video game veteran Gabrielle Regnier (who had previously worked on Assassin's Creed Valhalla).

If you are an indie game lover and you're curious to hear more about their development, you can follow them here:

Facebook
https://www.facebook.com/gaming/FatAndFurious.game

Instagram:
https://www.instagram.com/ragingnoodlesgames/

Discord:
https://discord.gg/nxjFBDT

Steam:
https://store.steampowered.com/app/1706950/Fat__Furious/