



GAME IDEA

V1.0

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Introduction

In this document I'm going over what my main game is going to be about, what the goal of this game is going to be and what the hazards the players are going to face. For this I've also gathered inspiration from other games that have similar game styles and interesting mechanic ideas I want to use for the game.

I'll also be going over what the main character is going to look like for my game and why I've chosen this character as well as some of the mechanics that I want to implement to make the game fun and unique to play.

At last I'll be going over the environmental setting I want to achieve as well as the kind of traps and platform style I want to have implemented into the game as well.

Game idea

I want to make a free-for-all robot brawl game that is set high up in the sky above a volcano. This takes place centuries into the future where "robot fights" is the number one sport around the whole world.

The goal is to be the final contestant standing while trying to defeat your competitors by punching them off the platform. This won't be easy as the platforms can randomly fall out as they are being activated to make it more difficult for you and the other competitors to stay on the platform.

After a couple of minutes when these platforms start to temporarily collapse, the volcano starts to erupt and spews out lava from its core. These random spews can go through the platforms and can damage the robot badly when getting hit by it. This can cause the robot to temporarily overheat and won't be able to move for a couple seconds. This way the competitors have to always be actively aware of their surroundings to see an opportunity to either strategically punch another competitor off the platform or position themselves in a safer location for the time being.

The competitors will start in one of the corners of the platform. For the first few minutes nothing will happen to the play area to give the competitors a fair chance to push each other off the platform.

Inspiration

Super Smash Bros:

I've picked this game mainly as an inspiration for when the players have selected their character they can change their colours of how they look. The reasoning behind this is because my game only makes use of one character type. Being able to change the colour of your character really helps with personalization of your character and make it easier to distinguish your character from the others ([Connor, 2020](#)).



Mario Party 8: Love 'Em and Leave 'Em:

The reason I picked this mini game is because of the aesthetic setting and fireball mechanics. It has similarities with the type of game I want to make with some interesting mechanic ideas. Mainly the fireballs that are on the platform are moving around in random directions and the players have to avoid them from getting burned. The reasoning behind this choice is that instead of having fireballs walking around randomly on a platform, a random part of the platform gets overwhelmed with them temporarily or a volcanic eruption shoots through a part of the platform ([Super Mario Wiki, 2022](#)).



Fall Guys: Ultimate Knockout – Jump Countdown

I've picked this game because of the way this mini game works. You have to be the final contestant standing in order to win the game. What makes this so difficult is that the other remaining competitors can stop you in your path while the two cylinders rotate in opposite directions of one another trying to bounce you off. While this is going on a random tile keeps falling away over time as well. The reason behind this choice is the random tile dropping mechanic and the rotating cylinders idea. This would make it more difficult for the players to stay on the platforms and give it an even more rewarding feeling if you managed to be the final contestant standing ([Cuevas, 2020](#)).



Crash Bash


I've picked this game for the control simplicity that it has. At the start of the game you get a quick overview on what the rules are and what the controls are. Once a player presses confirm the overview closes, the countdown starts and afterwards the minigame starts. The reasoning behind this choice is because I want my gameplay controls to be as simple and easy to understand as in this game. That way the players can focus more on the actual gameplay, rather than trying to figure out how the controls work ([Wikipedia contributors, 2022a](#)).




Mario party

I've also wanted to take inspiration from the Mario party UI design. Mainly the simplicity of how they display what the controls are. They use universal icons to represent the joystick and button display throughout their entire game to make it easier for the players to understand what the controls are for each different mini-game. In the description below the image of the mini-game they have a quick instruction telling the players what the joystick does with the character when they move ([Super Mario Party, z.d](#)).


What a Racket






Lob bombs into the rival court!





Use  to control your character's movement.

Controls

Horizontal 

Move	
Swing the Racket	

 All Ready? SL / SR

 vs   

The character

For this project I'm going to make use of the Jammo Character 3D model that you can get for free in the Unity asset store. Jammo is part of a collaboration between the "*Mix and Jam*" and "*Curiomatic*" YouTube channel ([Jammo Character / Mix and Jam / 3D Characters, 2019](#)).

The reason I've chosen this character is that it fits the style I want to achieve with this game. The ability to change the colours of the skin and the eyes' expression I can create a personalized connection between the player and the character. By this I mean the player can choose which colour Jammo should be and the eyes can give visual feedback to the player of how the character is feeling.



Mechanics

For this game I want to make use of a gamepad controller. This way you can use any type of controller you prefer without having to change around the layout of your controls.

Character controls

For the character controls there will be two types of control options. One will be for navigating through the UI and the other for the actual gameplay.

UI

- D-Pad for navigation
- South button for confirming selection
- East button for returning to previous selection

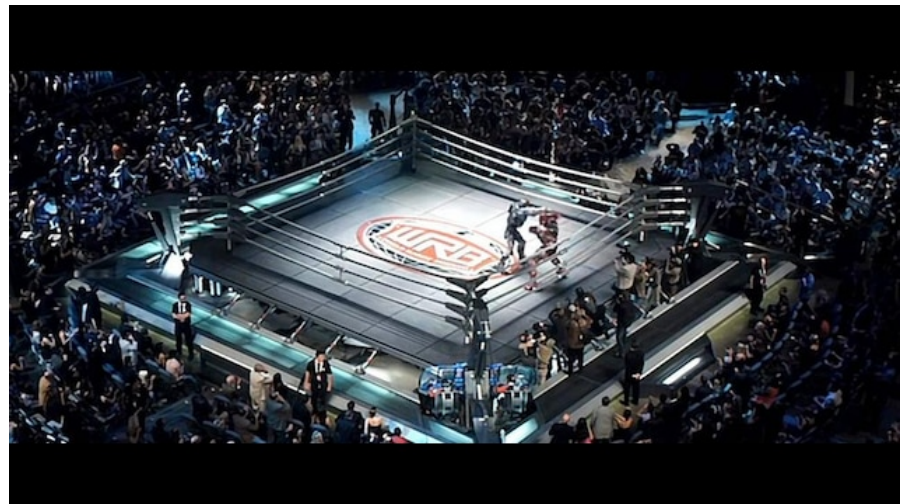
Gameplay

- Joystick to move the player around
- West button to make the player attack

The reasoning behind this is to make it as simple as possible for the player, so they can quickly understand what the controls are and can focus more on the gameplay instead of how to play the game.

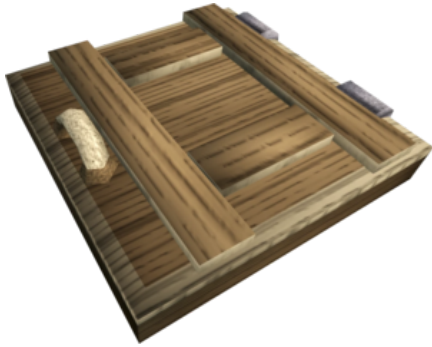
Environment

My aim is to make a futuristic looking place while also including nature. I want the location to take place on a tropical island with an active volcano while the “robot fights” will resemble the futuristic elements.



Traps

There are two trap types I want to implement into the game to make the players be continuously aware of their surroundings. For that I want to make use of a trapdoor platform that can fallout temporarily and a volcanic eruption that can go through these platforms.



References

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