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Hi-Concept: OCOMOY

Premise (Which story is being told? – short summary of story)

After 2012, an ancient god wanted to destroy the world for good. He almost succeeded. Luckily, the Maya foresaw this and sacrificed their best warrior just for this cause. Now, the warrior has to appease the God every year by performing a special ritual.

However, in these modern times the warrior has a bit of trouble finding the right ritual objects and has to rely on pure instinct to find them - as only the most well-crafted items will do. It doesn't help that the God is not exactly patient...

Objectives (What are the goals and the sub - goals of the game?)

Two player local versus game:

Character:

- GOAL: → Find and Collect special items
- SUBGOALS:
 - Survive
 - Pray for your success (Use effects to aid you (defense and offense))

God:

- GOAL: → Destroy that measly mortal
 - SUBGOALS:
 - Do it in a cool way with *Curses!* (Show them your wrath with cursed objects)
 - Keep the player from collecting all special items
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Procedures (What can be done in the game – what are the abilities of players' avatar?)

On Startup:

- Player Select (m/w/other & customization)
- God Mechanic Selection (Drag and Drop or Shooting Objects)
- Bonus: God Customization (cursor-Appearance)

Character:

- **WASD**/Arrow keys → Movement of the character
- **Space** to pray at altars (to gain effects/blessing) and to activate these effects.

God:

- **Drag and drop** (left mouse button) to move objects
 - **Right mouse button** press to charge cursed objects, release to activate
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Character (Who is the character, what are his/her motives, visual appearance?)

Player:

- Cute Appearance
- You can choose Gender
- Has to appease God

God:

- Wrathful mayan God
 - Visible only as Cursor
 - Wants to finish what he started (Maya Calendar ended for a reason)
-> Wants to bring death and destruction to humankind
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Core-Rules (What are the most important rules within the game?)

1. Only the Character can take damage.
 2. Only one player can win
 3. Character can move freely and interact with shrines
 4. God can throw and move objects and charge/use special items
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Basic Resources (Resources? if applicable: relation of resources? — how do the resources help the player to reach the game goals?)

CHARACTER

- | |
|--|
| <ul style="list-style-type: none">- Health
Tiny Health bar above player |
|--|

- | |
|--|
| <ul style="list-style-type: none">- “Collectibles”
Spawn randomly in different areas of the arena.

→ Look like all other interactive items, but marked by different physics (very light, no matter the object type)
→ Can also be moved by God
→ Collected if character collides with them

Character must collect all of them (and return to beginning) to win. |
|--|

- **Shrines**

Different Types with different effects (*blessings/prayers*). Spawned in predefined places around the arena (But in different constellations).

- must be “activated” by Character by praying (*Spacebar*)
- while praying, Character is invincible and cannot be hurt by Curses or Objects
- After activating, shrines have cooldown time

Possible Effects/Blessings:

Offensive

- Compass

VISUAL APPEARANCE on top of shrine: Compass needle/arrow

- A compass/arrow appears on screen, pointing to the exact direction of the nearest collectible

- Slowdown

VISUAL APPEARANCE: Hourglass,

- All objects have maximum drag, but still original amount of damage
- Time Limit

Defensive

- Clone Effect:

VISUAL APPEARANCE: Twins

- You are able to clone yourself (all your clones move at once, player only hurt once the others are destroyed)
- Your clones are destroyed once they are hit
- You only take damage once all your clones are destroyed OR
- You are assigned to a random clone
- Time limit AND/OR stops if you hit original

- Shield:

VISUAL APPEARANCE: Shield...

- You gain damage reduction
 - Time Limit
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GOD

- **Objects**

Maya-fied household/common objects.

- Interactive (God can drag them; they react to collision with player)
- Four different weight categories: weight influences...
 - ...drag
 - ...damage
- damage also depends on impact speed (*threshold*: very soft throws don't do damage)
- user can also take damage by falling objects (that are not moved by god, e.g. impact with object pile)

God must use them to hurt the character.

- **Cursed Objects**

Mayan artifacts that hold different powers → *Curses*.

- Hidden under different common objects
- Once picked up, they can still be dropped BUT
- Once they are charged (right-click), they activate on impact
- Damage depends on distance of player to epicenter (effects are active within a radius)
- program hidden mechanic: strong effects are only spawned after God has done a certain amount of damage
- different spawn chance for more dangerous effects

Effects/Curses:

Indirect

- Ice: slippery ground
- Rain: Inverts character controls
- Snowstorm / Blizzard: character is freezing and moves slowly

Direct

- Tornado: throws around objects in the direct vicinity
 - Avalanche: Rains objects from the sky (which disappear after impact)
 - Lightning: Stuns and damages
 - Earthquake: inverts controls of the character
 - God can use them to hurt the character and influence the environment
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BOTH

Radar

Visual Clues:

→ when character is near the object, a vignette appears around the screen

(White Vignette? Whiteout when collecting?)

→ every xy seconds, arrows to the objects appear on screen/on the ground around the player (blink, then fade)

→ for testing: every 30 seconds: show direction

Audio Clues:

→ Specific tone changes tune?

→ Background music gets louder

Conflict (Conflicts? – which forces operate against the player to reach the game goals?)

CHARACTER

- Vulnerability (danger of being hurt by other player) → **Health Bar**
- **Curses**/cursed items used by the god
- **cooldown** of the shrines
- **time limit** of blessings
- **Not knowing** exactly where the collectibles are
- **Arena** / nearby objects & obstacles
- Having to return to the beginning after collecting all items
- **Cooldown** of Dash

GOD

- **Not knowing** what/where exactly the collectibles are (-> might accidentally help Character to win)
- Possibility to **miss** when using curses/cursed items
- **Randomness** of cursed objects spawn (can't rely on effects only, strategic thinking is difficult)
- **Physics**: heavy objects (that do more damage) are harder to move/Drag
- **Player Shrines**: Special character effects that hinder god
- **Time Limit** of curses
- Character's ability to **dash** (→ easier to dodge)

Outcome (What is the result of the game? Victory- & defeat conditions?)

Character Victory/God defeat

Character has collected all the parts and returned to the starting zone to build the sacrifice.

God Victory/Character defeat

Health of Character reaches 0.

Target Audience (Who should play the game?)

Local Multiplayer fans, relaxed/chilled gamers, to play with friends or at parties

Game look (how should the game look like - collect moods)?

Little to no UI-Overlay!

Clean; few textures

Accent color (Turquoise? Orange?)



Game interface (how should the interface look like)?

Almost no Overlay, diegetic wherever possible

- **Health Bar** as Circle around Player (see 'Resources')

- **Aura**

Around shrines:

- disappears after activation
- gradual regeneration during cooldown

Around *cursed objects*:

- dark/ominous; marks intended usage for God
- Objects are destroyed after usage and disappear

Blessings

- Aura/FX around Character that is charged with a blessing
- Look/Design of aura indicates the type of blessing
- Slowly fades if not used right away (until character is not charged anymore)

- **Radar**

Vignette when close (Blinking when very close, maybe Whiteout when Character collects)

Signposts that point to the closest objects

- **Collected Items** (as thumbnails or as number)

Unique Selling Proposition (What's unique about your game?)

- Two players, but very different tasks
 - Interesting Controls; different for God and Character
 - Interesting Power Dynamics (because the player roles can't be compared)
 - Player vs. World
 - Almost no UI
 - Classy-looking arena game
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