Ants vs Bees

By *Knight Riders*

Overview/Theme **2**

Idea Summary 2

Goal 3

Mock Ups **6**

References **8**

Art Style (check any number of boxes that apply) **9**

Sample images or references 9

Look & Feel / Camera **10**

Mechanic **11**

Controls 11

Core Loop (Feel Free to Replace the Diagram Below) 13

Progression **14**

Overview/Theme

Idea Summary

Describe the idea, including some basic background and short description of the game.

Game Idea: -

Welcome to the miniature world of **"Ants vs. Bees,"** where two rival factions, the industrious Ants, and the relentless Bees, engage in an epic battle for dominance. The lush, colorful garden is the battleground, with players taking on the role of the Ants' commander (queen), defending herself and her anthill to extract the sugar from the sugarcane from the invading Bees. The game is designed to be simple and fun, perfect for players of all ages on mobile devices.

The Game story revolves around the two rival factions, **“Ants vs. Bees”** who live in different neighborhoods. There is a beautiful world between **ants' world** and **bees' world** named **"In - Between"** which is rich for cultivation and fertilization. This land is useful for different types of flowers, mushrooms and a healthy amount of sugarcane fields. Both ants and bees want to capture those sugarcane field to extract sugar for the desires of their homelands.

The Game idea involves the player’s control on the **Ants’ queen** which is our main protagonist. The player controls the **Ants’ queen** in a **2d world** environment of the lush green world of **“In – Between”** using a joystick in the bottom of the mobile screen. As the world of **“In – Between”** is very vast, we mainly focused on the flowers, mushrooms and the sugarcane fields. The queen can extract the juice from the flowers and mushrooms. After extracting juice from a single flower, a **soldier ant** is deployed from the ants’ world which is present below the screen of the mobile. Soldiers surround their queen to defend her and shoot at the bees with their mandibles or acid spray. The extraction of juice from a mushroom gives a **worker ant** who is responsible for extracting the sugar from the sugarcane fields. On the top side of the mobile screen, the waves of bees will come to overcome the dominance of the ants in this world.

The player's main objective is to **protect the queen** from the approaching waves of bees and the **successful extraction of sugar** from the sugarcane fields to the **Ants’ world**, situated at one end of the garden. Player will lose only if queen is **dead**.

Our main controllable player is the **Ant’s queen**. Soldier Ants assist the queen while worker ants extract the sugar from the sugar fields only. The queen and soldier ants attack the bees while worker ants cannot. The game involves many powerups and upgrades. On the particular powerup assigned, players can deploy fire ants, pharoh ants and acrobat ants. Some advanced powerups include summoning of spiders/worms, calling rainstorms and volcanos and healing factor to turn the tide of the battle. Similarly, bees have also different types depending upon which they call. The game has multiple levels with different maps, enemies, and powerups.

Goal

What's the ultimate aim of the player playing this game? Why will it be fun, entertaining or satisfying?

Ultimate Goal: -

The ultimate goal of the player is to defend the **ants' queen** from the waves of bees and to **extract the sugar** from the sugar cane fields by the worker ants. The player will lose the game if queen is dead.

Why "Ants vs. Bees" Will Be Fun, Entertaining, and Satisfying: -

Charming World and Graphics: The game's colorful and charming graphics, along with the beautiful "In-Between" world, will immediately captivate players. The cute and endearing design of ants, bees, flowers, mushrooms, and the queen will create an inviting atmosphere that players will enjoy exploring.

Engaging Gameplay Loop: The gameplay loop of collecting sugar from sugarcane fields, cultivating soldiers from flowers, and workers from mushrooms offers a dynamic and engaging experience. Players will need to strategize and balance their resources effectively to protect the queen and ensure a steady supply of sugar.

Sense of Progression: As players defend their queen and extract sugar, they'll experience a sense of progression and accomplishment. Unlocking new ant types and upgrading existing ones as they advance through the game will give them a feeling of growth and improvement.

Tactical Tower Defense: The combination of different ant types and their roles (soldiers defending, workers extracting) adds a tactical element to the tower defense mechanics. Players will need to think strategically about which ant type to summon to optimize their defenses and sugar extraction process.

Protecting the Queen: The goal of protecting the queen adds an emotional attachment to the game. Players will feel responsible for the queen's safety and will be motivated to do their best to defend her against the relentless bee attacks.

Rewarding Sugar Extraction: Extracting sugar from the sugarcane fields will be a satisfying accomplishment. Seeing the ants carrying sugar back to their world and witnessing the queen benefiting from the extracted sugar creates a rewarding and visually appealing experience.

Unique Ant Abilities: Each type of ant having its abilities (e.g., soldiers with combat skills, workers with sugar extraction abilities) adds depth to the gameplay. Discovering and utilizing these unique abilities will keep players engaged and entertained.

Beautiful "In-Between" World: The existence of the "In-Between" world, described as rich in cultivation and fertilization, offers a unique and visually pleasing setting. Exploring this world and discovering its wonders will be an enjoyable aspect of the game.

Sense of Connection with Nature: The game's theme of ants and bees, flowers, and sugarcane fields evokes a sense of connection with nature. Players may find the concept relaxing and delightful, providing an escape from everyday life.

Resource Management Challenge: The need for sugar to maintain and summon of ants, along with the limited availability of flowers and mushrooms, introduces a resource management challenge. Players will have to make decisions on whether to prioritize deployment of defenders or recruiting more workers.

How to add Juiciness in our game: -

"Juiciness" in game design refers to the incorporation of small, subtle, and satisfying elements that enhance the overall feel and enjoyment of the game. It's about adding polish and making the game's interactions, animations, and feedback more engaging, responsive, and delightful. Here are some ways to add **"juiciness"** to **"Ants vs. Bees"**: -

Cute Animations: The try for the perfection in the animation of the game mechanics will play an important role to add the factor of juiciness and smoothness in the gameplay. The workflow of bees and ants will be managed better to get better animations.

Powerups and Upgrades: The vast appearance of powerups and upgrades including summoning of spiders/worms, calling rainstorms and volcanos, spraying acids and healing factors will add depth to the gameplay and further increases the juiciness in the game to indulge the player in the game. The diversity of ants will also help to add immersive into the game.

Visual Feedback: Add visual effects to signify impactful actions. For example, when soldiers defeat bees, show a small explosion of pollen or nectar to indicate success. When workers extract sugar, have sugar particles pop out of the sugarcane fields, creating a visually rewarding experience.

Sound Effects: Enhance the game with appropriate sound effects. Each action, such as attacking or extracting sugar, should have its unique sound. Match the sound effects to the actions to create a satisfying auditory experience.

Juicy UI Elements: Make the user interface (UI) elements visually appealing and responsive. Add animations when buttons are pressed or when new ants are unlocked. Make sure the UI reacts promptly to user inputs, providing a smooth and satisfying user experience.

Screen Shakes and Camera Movement: Introduce screen shakes or slight camera movement when significant events occur, like a wave of bees approaching or a powerful attack from the ants. This will create a sense of impact and excitement.

Particles and Explosions: Use particles and explosions sparingly for critical moments, like when the queen sucks juice from mushrooms or when bees launch an attack. This adds drama and makes those moments stand out.

Juicy Transitions: Add smooth transitions between menus and levels, accompanied by charming animations and sound effects. Make sure everything feels seamless and polished.

Progression Celebrations: Celebrate player achievements, such as completing a level or unlocking a new ant type, with confetti bursts, fireworks, or other celebratory effects. This reinforces a sense of accomplishment and adds joy to the game.

Dynamic Backgrounds: Consider adding a dynamic background that changes with the progression of the game. For example, as the ants defend more successfully, the garden's appearance improves, becoming more vibrant and flourishing.

Art Style and Graphics: -

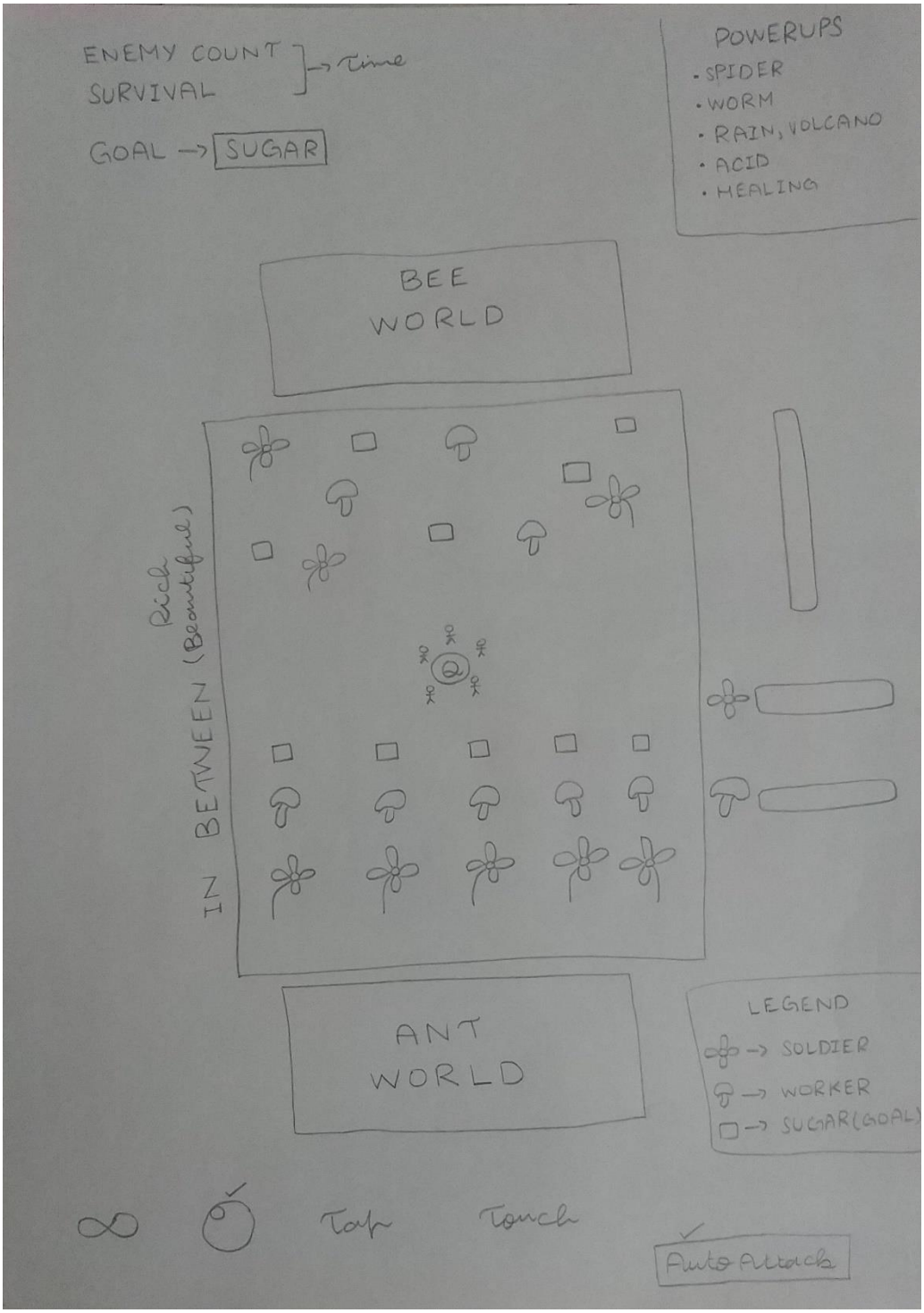
The game features colorful and cartoony graphics, creating an adorable and inviting atmosphere for players of all ages. The Ant defenders and Bees are designed to be charming, making them endearing to players.

Conclusion: -

"Ants vs. Bees" is a delightful hypercasual tower defense game that allows players to immerse themselves in a miniature world filled with charming Ant defenders and cute Bees. With accessible gameplay, engaging mechanics, and a competitive touch, this game aims to entertain and challenge players of all ages on mobile devices.

Mock Ups

Use mockups that you have made, stock images, game screenshots or doodles to showcase how the game works. The quality / accuracy of the image doesn't matter, it can be a badly drawn doodle but should explain the core game.



References

Any references link to existing material out there that best describes how the game looks, feels and plays. These could be videos, images, existing game links. References help in finding out what will be the camera angle, how will the core mechanic, how will the game look and feel like or anything else about the game.

Art Style (check any number of boxes that apply)

- 2D
- Cartoon

Sample images or references

Look & Feel / Camera

- Top Down

- Describe how the camera angle option works w.r.t to the game, it's good to have a screenshot of a sample game or a video that helps describe camera angle.

Mechanic

Controls

- Portrait
- Joystick

- For Each Checked Item, please provide an explanation

- **Portrait: -**

  Achieving the "Ants vs. Bees" game in portrait mode on mobile devices requires thoughtful design to ensure a comfortable and enjoyable user experience. In portrait mode, the game's layout is vertically oriented, which presents both challenges and opportunities for gameplay, controls, and visual presentation. Here's how the core elements can be achieved in portrait mode: -

  Vertical Gameplay Area: Design the game's main gameplay area to fit within the portrait orientation. The garden, where ants and bees interact, should be vertically aligned, allowing players to see the queens' path and the approaching waves of bees.

  Vertical Scrolling: If the garden size exceeds the screen's height, implement a smooth vertical scrolling mechanic. This allows players to move their view up and down to observe different parts of the garden.

  Wave Indicator: Indicate the current wave of bees and upcoming waves vertically on one side of the screen or simply using a “Caution” indicator. This gives players a clear understanding of the wave's progress and the danger until the next wave arrives.

  Resource Bars: Display the sugar resource and any other in-game currency on the top right of the screen. This ensures that players can monitor their resources easily without disrupting the gameplay.

  Portrait-friendly Art and Animation: Design game assets, characters, and UI elements to fit well within the portrait mode. Ensure that animations and visual feedback are adjusted to work smoothly in this orientation.

  One-Handed Gameplay: Make sure players can perform essential actions with one hand. The core gameplay mechanics, such as controlling the queen, should be easily accessible within reach.

Vertical Progression Bar: Incorporate a vertical progression bar at the top or bottom of the screen to show players their overall progress in the game or level.

Tutorial and Guidance: Provide a clear tutorial or guidance at the beginning to help players understand the controls, objectives, and mechanics in portrait mode.

By carefully adapting the game's layout, controls, and visual elements to portrait mode, **"Ants vs. Bees"** can offer an engaging and enjoyable gaming experience on mobile devices, ensuring that players can comfortably protect their queen, cultivate ants, and defend their anthill in the captivating world of ants and bees.

- ## Joystick: -

In "Ants vs. Bees," implementing the controls mechanic of a joystick for movement in portrait mode can enhance the user experience and make the game more intuitive for players. Here's how it can be achieved: -

Virtual Joystick Placement: Position the virtual joystick control at the bottom center of the screen, within reach of players' thumbs. This placement ensures easy access to the controls without obstructing the main gameplay area. The joystick controls only the queen's movement who moves according to the direction of the input given on the joystick by the player.

Joystick Responsiveness: Ensure that the virtual joystick is responsive and sensitive to players' movements. The ant's movement should be smooth and fluid, providing a natural and enjoyable gameplay experience.

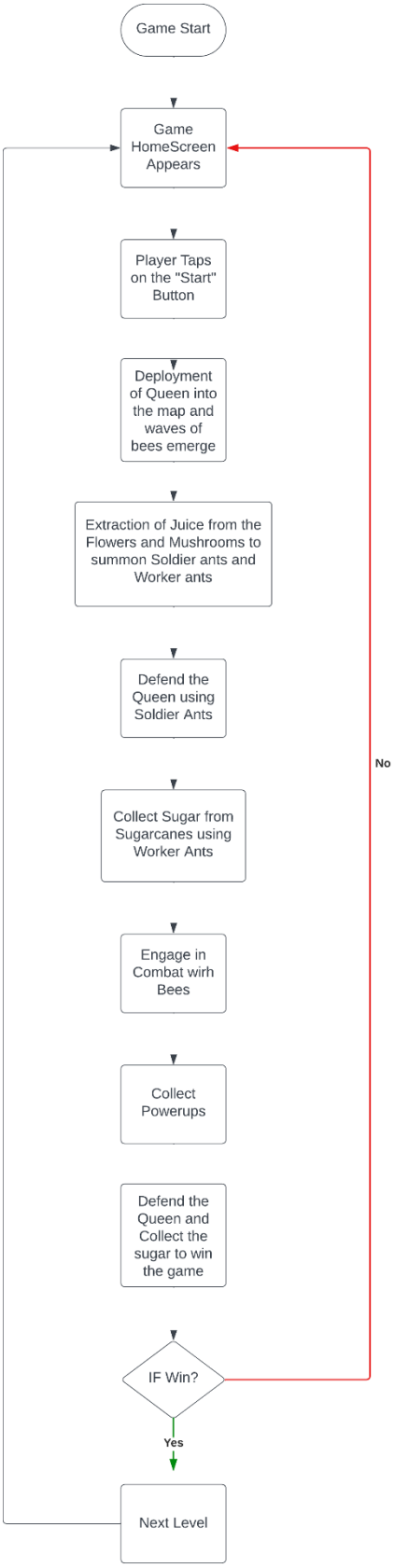
Combat Interaction: During the encounters with bees, the soldier ants automatically engage in combat with the approaching bees, around the queen in a circle depends upon their number. Players don't need to control the attacking aspect directly, as the ants will fend off bees within their attack range.

Worker Ant Actions: Worker ants, placed near sugarcane fields, automatically begin the sugar extraction process without player input. The focus of the joystick control remains on the queen's movement.

Intuitive Design: Design the joystick to have clear visual cues, indicating the queen's direction of movement. A transparent circular base with a circular trigger pointing towards the joystick's direction can make the control's purpose more clear.

By implementing a virtual joystick control for ant movement in portrait mode, **"Ants vs. Bees"** can offer an engaging and user-friendly gaming experience. Players can easily navigate their queen across the garden to defend by using soldier ants and extract sugar using worker ants while enjoying the delightful world of ants and bees with a simple and intuitive control mechanic.

Core Loop (Feel Free to Replace the Diagram Below)



Progression

- Level Based
- Score Based
- World Based

- Briefly describe how the progression in the game works.

The game **"Ants vs. Bees"** features a multi-dimensional progression system that incorporates various elements to keep players engaged and motivated. Here's a brief overview of how the progression works: -

Level-Based Progression: -

- The game is divided into multiple levels, each with increasing difficulty.
- Players must successfully defend their queen and survive up to some extent of time to progress through the next level.
- As players advance to higher levels, the waves of bees become more challenging, requiring improved strategies and stronger ants.

Score-Based Progression: -

- Players earn points or scores based on their sugar extraction from the sugarcane fields.
- The faster and more efficiently players manage to extract the sugar from the sugarcane fields, the bar at the top which shows a level for powerup upgrades and the player will attain a powerup.
- Each cube of sugar will increase one bar in the powerup level at the top of the screen.
- On each level up, player will get a powerup.

World-Based Progression: -

- The game is set in different worlds, each with its unique themes, environments, and challenges.
- Players progress through the worlds as they complete levels and reach specific milestones.
- Each world introduces new ant types, enemy variations, and visual designs, offering fresh experiences as players advance.