Word Cannons!

Genre: Casual Action Word game

Target Audience: Casual Gamers, Males and Females 13+

Target Platform: Web

Technologies: MEAN, Sockets.io, Passport.js, Bootstrap

Competition: Words with friends, Scrabble.

Game Synopsis:

Players make words from a pool of 8 random letters with damage amounts and fire them at their opponent. If the opponent uses the same letters in their word they will negate each other and no damage is done. Players compete until one no longer has any health points (HP) left. The winner is awarded a Win Point (WP) and both participants are given experience points (XP) to upgrade their Word Cannon.

Art Style:

For the most part clean, rounded corners, one major gradient for background. Sunny color scheme, oranges with electric blue, white. Rounded font
for the word cannons themselves, a Metal Slug pixel art style would be really cool:

Stretch Features:

- ○   Social Network sharing of wins and losses. show off word cannon ect.
- ○   Additional Platforms (Native iPad, Android)

Expanded Gameplay:

- **Burning Letters-** A low percentage of letters will appear as burning letters, letters that can not be negated and deal an extra point of damage. The rate at which these letters appear can be upgraded using XP
- **Damage multiplier-** This is normally 1x but if a player chooses to discard letters they can increase the multiplier up to 3x based on the value of letters discarded x .1 so if a 4 point letter is discarded it would result in a 1.4x damage multiplier. This would lead to a strategy aspect of: "Can I withstand the damage I'll take right now to unleash a heavier attack next turn?"
- **Armor**- Starts you off with more hp, can be upgraded using XP
- **Wilds**- Can be any letter and deal 3 damage, they are negated like any other letter
- **Aesthetic Upgrades-** Stuff that makes your word cannon pretty. bought with WP
- **Normal/Urban Dictionaries-** Check normal dictionary and then urban if not found in normal dictionary, leads to larger variety of allowed words.