

Slime

CHEAT SHEET

Elevator Pitch - Escape your confines and a lowly slime and spread your slimy love across the planet!

Platform - PC

Genre - Arcade Brawler

References

- *Magicka* for it's spell combination system
- *Castle Crashers* for it's level structure, art style and basic gameplay
- *Kirby* for its consumption of enemies to game different attributes
- *Katamari Damacy* for it's tone and scaling structure

DESIGN PILLARS

1. Cutesy Play

- a. The game's going to be at it's strongest when the slimes you play seem innocently stupid and funny compared with the violence you're causing

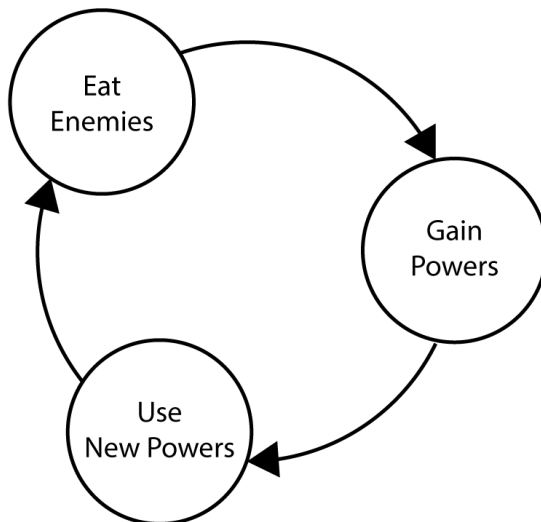
2. What happens when I eat that..?

- a. The strongest part of Kirby is the mixing and matching parts to get cool combinations, we need to pull from that and Magicka to make something exploratory

3. Combine to Form Voltron!

- a. The game should feel energetic and fast paced with multiple players, and combining to form new powers should be incredibly appealing

CORE LOOP



In Slime Brawl, players digest enemies in order to gain new powers. Nearly everything in the game can be digested, and digested objects become new powers for the slimes

GAME

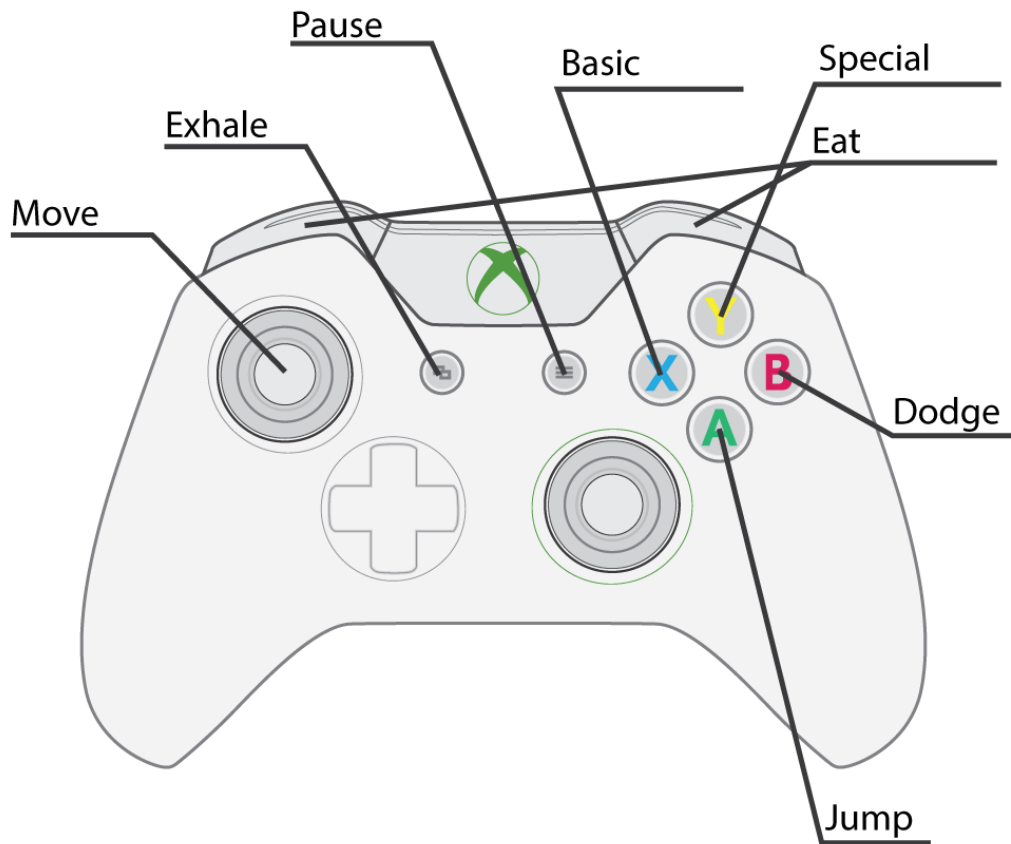
Overview

In Slime Brawl, each player controls a slime rolling through one of the levels in the game. Each slime begins the game the same, but as slimes go they consume objects in the level and gain new powers as a result. Nearly every object in the game has a power associated with it.

Players use the powers of the slimes to make their way through a variety of environments and defeat the various enemies that seek to destroy the slimes. These enemies can hurt the slimes though, which causes them to split up and need to be recombined.

Consuming objects and characters on the screen also enlarges the slimes and keeps them healthy. If a slime is ever shrunk back down to nothing, that player is out and needs to be rescued to keep playing.

Controls



Movement

The slimes primary method of moving is sliding around. Players direct the slimes movement through the left analog stick.

Slimes can also jump and dodge. Players press the A button to cause the slimes to jump. Slimes cannot jump while falling, dodging, or while stunned/frozen/have certain status effects.

Players press the B button to dodge in the direction the left analog stick is pressed. If the analog stick is at rest, the slime dodges backwards relative to the direction they're facing at the time. In the dodge animation, there is a brief period of invincibility immediately following the button press, aiding in dodging attacks. Slimes cannot jump while falling, dodging, or while stunned/frozen/have certain status effects.

Combat

Throughout each level are a wide variety of enemies that players must defeat in order to progress, ranging from scientists to cops to soldiers. Players do this by eating and using powers.

Slimes have 4 actions they can take in combat. Slimes can basic attack, special attack, expel and stretch out.

Pressing the X button causes the slimes to basic attack, where they stretch their body into a quasi-club and swing out at enemies in front of them. The basic attack can be chained together to form combos with the special, but only if the player currently has a power.

Pressing the Y button causes the slimes to special attack, which changes depending on the power possessed at the time. Different powers activate different animated movesets. When the slime has a power, the Y button can be used in conjunction with the X button to form button combos.

Pressing the Select button causes the slime to exhale their power, draining it from their body and shooting a fragment of it outwards. This leaves a small, color coded item which can be consumed by any slime to gain that power.

Pressing either or both of the Triggers causes the slime to grow in size, and stretch out. This causes the slime to become semi-transparent, and puts the slimes at risk of taking extra damage, as their hitbox grows in size and enemies tend to focus on them in this state. Slimes also move slower while consuming. This state can be maintained by holding a trigger.

When slimes are attacked and get hit they split and lose part of their body, growing smaller. Slimes can regain this size by consuming objects in the world, but otherwise are in greater danger with less health. Their overall size however does shrink, so their hitbox respectively shrinks. Similarly, the slime's size is inversely proportional to the slimes speed, slow slimes are big. Slimes have a total of **4** sizes they fluctuate between, resulting in 4 stages of health.

Eating

In Slime Brawl, eating is the most basic action they can take. Eating is what players use to gain new powers, grow in size, combine, etc. But eating also makes slimes vulnerable, and players need to think about what they want to eat as they go along.

When players are holding down either trigger, the slime grows in size and maintains their new size for as long as the button is held down. In this state, slimes are larger with bigger hitboxes. They also draw more attention from enemies in the game, but this is the only state they can consume objects.

Any object in the game, including enemies, can be consumed, but it takes time and the slime must be at least as big as the object they intend to consume. Any object including enemies are consumed by sliding into it, but must take time to digest.

Slimes move slowly while stretched out, and move even slower when consuming something. Players cannot abort this process once begun, and players can speed up this process by rapidly tapping buttons on the controller. If the player is struck while consuming, the object inside is dropped, or the enemy is killed, and the player gains nothing.

Combining

Stretching out has one more use for slimes, it allows them to combine and form a larger slime.

Slimes that are both stretched out may collide with one another, and doing some causes them to combine. Both slimes must be stretched out in order to start this process.

When slimes are combined, they must do everything in unison, regardless of the number of slimes combined. Players must press buttons and push the analog stick together. Pressing a button out of unison causes them to split, and moving in a different direction than the other slime causes them to start to spread apart.

Although combos work when separated, the combined slimes are too slow to perform combos. However, each of their attacks utilizes the combination of the two powers of the slimes.

Powers

Fire causes the slimes to spread fire, which primarily is a cone area-of-effect attack.

Ice causes the slimes to spread ice around, which is primarily a crowd control power that slows or freezes enemies.

Spark causes the slimes to rapidly slide around and randomly shock enemies. Spark is primarily a damage per second power.

Spikes causes the slimes

Stone - Block, stretches self out to form wall, tank blocker

Combos

X - X - X

X - Y - X

Enemy Types

1. Scientists
2. Police
3. Bears
4. Army officers
5. Tanks
6. Planes
7. Godzilla
8. Dogs?
9. Tubbs the cat

Levels

1. The Labs
 - a. The intrepid slimes break free from the lab they were born in and seek to explore their environment and escape into the wilderness
 - b. Boss - ?
2. The Forest
 - a. The slimes hear a city off into the distance, and they traverse through the forest to reach it
 - b. Boss - ?
3. The Suburbs
 - a. The Slimes have found civilization, but more people are deeper in the city. The slimes are also growing in size, and starting to desire more and more love/organic matter
 - b. Boss -
4. The City
 - a. The slimes have reached the city and start eating like crazy, growing and growing and growing

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- b. Boss -
 - 5. The Planet
 - a. They've gotten so big that godzilla must step in and fight, and they've got to show godzilla all the love they've achieved so far
 - b. Boss -

Story

TBD