**Metallic Clashers**

**A Puzzle Fighting Game**

**Overview:**

Metallic Clashers is a Puzzle Fighting Game with RPG elements in it where the player is making matches to defeat enemies.

**Core Gameplay:**

The player will be able to manipulate pieces of a board to perform matches of those certain pieces. If the player makes a match in their attacking mode, they will make an attack of that type. If the player makes a match in defence mode, they will build a shield that will decay over time and shield against attacks against the type was matched.

**Art Style:**

Theme of the game is realistic future. Colors will be comprised of different types of metallic alloy. Player character, enemies, ui and player interactive objects are based on robotic parts and systems. Bottom part of game screen will be 2D while the upper part of the game screen will display 3D enemy models.

**Appeal:**

A futurist, sleek style without emphasizing too much detail while maintaining a bubbly feel for younger audiences.

**Target Audience:**

E or T rating. Mobile focus exclusively. Large focus on players who enjoy using strategy in a timed environment as well as customizability of the player character to complete challenges.

**Controls:**

Since the game is being developed for mobile devices, swiping would trigger if a match was made and on screen button clicks would switch between attacking and defending and using in combat items. For outside of combat, on screen clicks would suffice for menus.

**Features:**

* Puzzle matching
* RPG progression
* Pre-Combat Customizable Options
* Permanent row and column Movement

**Design Theory:**

The game will reward those who have a strategy but are quick to execute it. With those who plan out their attacks and defences will achieve higher combos thus leading to stronger attacks and bigger defences. To prevent players from just making random matches, some enemies will have moves that do massive damage to the player per number of moves the player makes. To encourage the player to make moves at a reasonable time, we will also have most enemies attack a certain

**Achievability:**

Metallic Clashers will be achievable in 3 to 4 months

**Game Elements:**

**1. Components -** These are the different types that the player can match to defend against and attack with. Once a match is made with these typed components, based on how many components were matched, a calculation will be made to determine the damage for the attack or the defence of the shield. The components will then be destroyed, the ones on top of them will move down, and new components will be made. Types so far: Power Cores, Canister, Pistions, LED, Coolent, and Heat Sink.

**2. Battle Stance -** During a battle, the player will have the ability to switch between an attack and defense stance. During the attack stance, the player will perform attacks when a match of components occurs. To enter the defense stance, the player will need to click the stance button. Once in defense stance, the player will build up resistances to attack when a match of components occurs. To return to the attack stance, the player must click the stance button again.

**3. Enemies -** Enemies will have two ways of attacking:attacking per an amount turns and attacking per an amount time, ie a charged attack. The attacking per time would push players to make more quick thinking matches, yet players would also have to keep in mind the charged attack as well.

**4. Stamina -** Each time the player goes into Combat, a certain amount of stamina will be depleted. Stamina will regenerate over time and a small amount will be rewarded on beating a boss for the first time. This is a possible way we can incorporate micro payments into our game.

**5. Pre-Combat Strategy-** The player will decide how to go into combat based on the item he picks going into combat and how he chooses which components will spawn a bit more often within Combat.