**Design**

Emperor Penguin is a 2 – 4 player local multiplayer game where players compete to be the last penguin on the iceberg. In a best-of format players will push and shove one another off until 1 penguin remains, or the time runs out. For each win a player will achieve a crown and the first to gain X wins is crowned emperor.

**Game Mechanics**

**Movement**

Players interact by colliding or bumping into one another using five movement mechanics.

*(These movement mechanics may be subject to changes based on prototype and testing.)*

**Waddle** – a very slow and incurs no energy cost. (Waddling is affected by **momentum**).

**Nudge** – a short, fast dash and incurs a medium energy cost. Nudge has small momentum.

**Slide** – a long, fast translation that incurs a high energy cost. Slide has high momentum. Direction of slide may be changed if energy allows. To transition back into waddle players first need to slow down.

**Momentum –** all movement incurs momentum causing players to slide on the ice. The faster the movement the higher the resulting momentum and longer the slide.

**Energy** – a resource from which movement is controlled. The energy regenerates passively but does and each movement has different energy costs.

**Best of X and Sudden Death**

Players who survive a round gain a win. The first to reach a set number of wins is crowned emperor.

If time for a round expires and there are still players alive players will enter sudden death where hazards begin to fall rapidly until there is one player left. Sudden death may contain hazards like exploding fish, rocking ice and waves with enough tell that players still have a chance to survive.

**Visual Aesthetic**

The visual direction is a combination of low poly 3D models and 2D art. The low poly design serves to simplify and clarify the game so that it is readable and understandable for players up close or at a distance. It also provides a stylistic appearance and is beneficial for iterations in the short development time.

Additionally, the slight abstraction of the real will help to convey the comical nature of the gameplay and allow players to focus on the goal of the game. Combined with bright, vibrant colours it is hoped players will find the game approachable and humorous. Contrast will also be evident and will distinguish elements of the level and players.

The low poly design will also allow for faster asset creation and more creative liberties due to the abstraction. This will also allow more time to provide variations in lighting and 2D art to add interest.

**Extended game mechanics given development time allows**

If in testing players do not actively seek to act against one another an incentive may be required. To promote the type of play we would like to see a crown item may be implemented. Other extended game mechanics are also noted here as possible points of interest beyond the minimal viable product discussed above.

**The Ice Crown** – The players who pick up the crown receives greater energy regeneration and will win if the time runs out and multiple penguins are still on the ice.

**Player buffs / de-buffs** – Players may be able to collect buffs or de-buffs like greater energy regeneration, increased / decreased speed, increased / decreased mass, increased or decreased size or other. This addition may cause players to actively fight one another for a buff or to get rid of a de-buff which could increase the chaotic nature of the game and speed up rounds.

**Sudden Death Hazards –** The sudden death hazards could vary between levels or be varied and chaotic. Regardless sudden death hazards should be extremely difficult to survive. Orcas jumping onto the ice, flipping the iceberg, large waves, bomb fish or other such hazards could be potential sudden death scenarios.

**Post Death –** Post death gameplay could give dead players something to do while waiting for the round to end. Rather than sitting and watching there might be some way for “dead” players to influence the gameplay whether reincarnated as an Orca or fighting over a reticule to throw explosive fish onto the ice.

**Alternate Modes –** Other alternate modes could be introduced if time allows for them to be developed. These include Emperor penguin vs fairy penguins where the first penguin becomes a large penguin and the others must work together to push them off. Other modes could simply be other levels or iceberg shapes to make the game more challenging.