Puffer Smash

Genre:Fighting Game
Players: 2 - 4
Platform: PC (Consoles - coming soon)
Monetization Model: Buy to Play

Influences: Super Smash Bros, Fly Punch Boom!

Overview: Players play as puffer fishes, they can puff up and push away other players and objects on the screen. The objective is to throw out all the other players and be the last one

More chaos;
- In the aquarium. The aquarium walls can break, leading to more chaos!
- Fish can be pushed out of the top of the aquarium, leading to more chaos!

When the walls of the aquarium are hit they crack, if the cracked spot gets hit again it will break open, leading to all the water up till that mark pouring out so fish will have less space to fight, leading to …...you guessed it, MORE CHAOS!

Will they ever know peace?
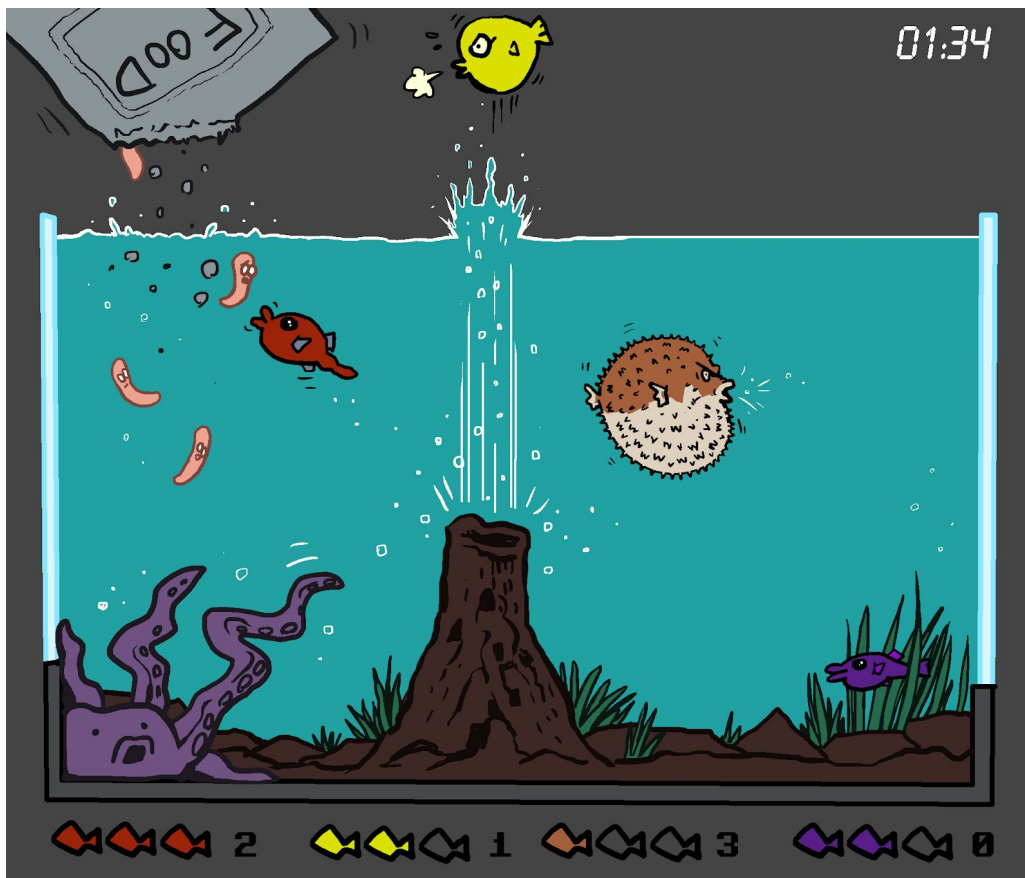
Basic Mechanics:
This is what the player would be spending most of their time doing, so we would like them to enjoy it and ensure that they are not frustrated by bad controls. We would like to make an initial prototype in a day or two and then play and optimize the controls for the next 3 or 4 days. (~ 6 days)
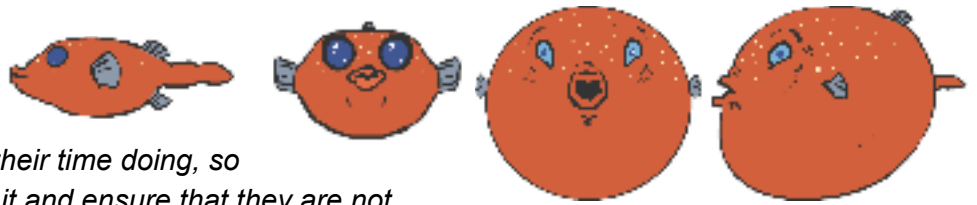
1. Swim around
2. Puff up and push away other fishes
3. Blow out air to move faster. (Control your trajectory in air too-hidden mechanic!)

Most of the fishes here share the same characteristics, so we only need to *change a few numbers in the code, and some sprite changes with the exception for the poison fish, other fishes can be quickly modified. We would like to create all the fishes in one day and experiment for 2 or 3 days with their mechanics and interactions to balance them. (~ 4 days)*
Different fishes:
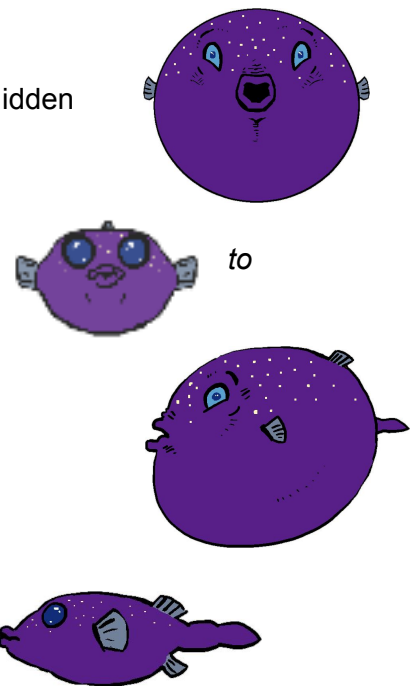
Different kinds of fishes:
1. Balanced one
2. Weighty- Harder to push, slow-moving
3. Speedy- High speed, easier to push
4. Puffy- Big size when puffed, slow speed, normal weight
5. Poison- Debuffs other fishes

Gameplay mechanics and their interactions:
1. Get pushed away slower when you are bigger
2. If two fishes puff up around the same time they both get pushed away
3. If you puff up near the wall you get pushed away
4. If you puff up while moving you slow down
5. You can push away objects too.

	Push Strength	Push Resistance
Small	0	1
Puffing up	4	4

Puffed up	0	2
Dash	3	3

Fig 1: Describes how hard fishes can push and be pushed based on their state

Different possible states of the puffer fishes:

      Small: normal state + charging up state

      Puffing Up: the brief moment in which the fish grows in size

      Puffed Up: When the fish has completely puffed up (Max. size)

      Dash: When the fish expels air to move faster in a direction

This section should be done relatively quickly, maybe 1 day to 2 days. (~ 2 days)

Power-Ups:

Spawn multiple every ~(30-50, randomly selected value) seconds

Food size varies, so they fall at different speeds.

Lasts 5 -15 seconds (pending play testing)

(You can stack time for powerups by eating more, each food pill lasts 5 seconds)

-    Dynamic Difficulty Adjustment

Greater chance of spawning near the weakest player

Power Ups effects:

      1. Increase push strength: Push other fishes further.

      2. Increase speed: Move around faster.

      3. Increase max. size: Increase max size while puffed up.

      4. Instant puff up: Puff up to max size immediately when you click the charge button.

This section should be done relatively quickly, maybe 1 to 2 days (~ 2 days)

Perma power-ups (they are active until their effect is activated):

      1. Shield: A bubble that saves you from one hit.

      2. Electric: if another player touches you, they get paralyzed,1 hit only.

      3. Tail smack: If another player touches you, you can smack them far away (the tail grows bigger and more visible).

      4. Increase blow speed: Move faster when you deflate.

Because of how varied the attacks are, we would like to spend some time on this, maybe 4 to 5 days would be optimal. (~ 5 days)

Ultimates:

Every 2nd power ups wave a rainbow shellfish appears. This shellfish will gradually get damaged as players throw it around. When the shell is completely broken a player can eat the snail inside to get access to their Ultimate move.

They are activated when a fish attacks after getting the rainbow shellfish power up.

Lasts usually 7-10 seconds

1. Drop bombs: Fish drops bombs periodically (Balanced fish)
2. Diving: Fish dives, pushing away anyone in the path and hits the ground hard, causing a shockwave that can hit other fish. These fishes can be paralyzed or thrown up (to be determined from prototype)(Weighty one)
3. Double horizontal dash: Fish bounces between the two walls of the aquarium in a horizontal area. (speedy one)
4. Sea mines: Fish drops sea mines periodically, these mines drop a certain height and stay there. If not touched for (10 seconds maybe) a while they disappear. They explode if they hit the floor. (Puffy one)
5. Shoot Urchins: Fish can shoot out a spiky urchin ball that riches around the aquarium at high speed, it can push other fish away(Spiky One)

Core game loop:

Fight > Race to collect power Ups > Fight > Race to collect Ultimate Move power up.


We wanted to ensure that the gameplay does not get too repetitive, so to introduce some changes (and chaos) into the game we have some items in the aquarium that can disrupt gameplay.

Aquarium items:

1. Volcano: Bursts at random times, pushes fish upwards.
2. Pump: Moves water around at high speed, fish can swim faster in this stream.
3. Garbage disposal: Opens at random times, sucks in anything...or anyone in front of it.
4. Malfunctioning dead fish disposer: The programming team messed up, and what should have been a cleaning service, kills everything that moves. Cut their salaries.
5. Seaweed: the players can hide behind the seaweeds so that other players can't know if they are fully charged up or not.

Controls:

Since we want this to be a quick and easy to learn party game the players will need to use just the left stick of the controller and one button to control the puffer fishes. (Subject to play testing)
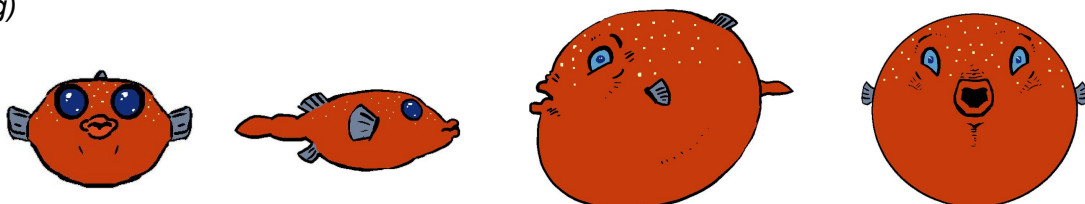
- To move around the players use the left stick of the controller.
- To charge up the players have to hold the A (Xbox) or X (PlayStation) button.
- To puff up the players have to release the A (Xbox) or X (PlayStation) button when the fish is charged up enough. The fishes will automatically puff up if they reach the max charge value.
- To dash, the players have to press the A (Xbox) or X (PlayStation) button when the fish is puffed up. To select the direction of the dash they will have to use the left stick.

One player can also play using the mouse.
- The fish looks in the direction of the mouse pointer.
- The player will press the left mouse button to execute the different actions.

Story:
Grumpy fishes hate each other and start fighting amongst themselves.

We decided to use some static images in rapid sequence to show why the pufferfishes hate each other. This way we don't have to animate a full 30 fps movie, which takes a lot of time.

Cinematics: Fishes are going about their daily lives, the speedy one is running about and accidentally knocks over the weighty one, which was sleeping peacefully in a hammock. The big one is about to eat food, a spiky one sees a bug, gets scared, and puffs up. He accidentally knocks out the food from the big one's hand and angers him (you don't wanna make big hungry guys angry...). All the fish start fighting and the balance one is just standing on the side, feeling left out….. SO HE JOINS IN THE MADNESS AS WELL!!!!

Level Design:

Normal mode: Player has a certain number of lives, if you are thrown out of the aquarium, either from the top or through the walls, you lose a life, if you lose all your lives, you lose.
Prison mode: Unbreakable walls and closed top, the fishes have health and that is reduced when they are hit. If it reaches 0 the fish is KO'd.
Shatter mode: Top closed and walls breakable, players have to throw out other players outside the aquarium through broken walls to win.

We would like to spend a week to make sure all levels and modes are fun to play

All modes have a time limit for the match length, which will be about 2.30 minutes

Decider: If the timer runs out then the camera zooms into the center of the aquarium and spikes (insta - kill on touch) surround the outline of the visible area. This leads to less room to maneuver and would result in a speedier end to the fight.

Each mode can be randomly paired with any arena, giving the players a greater variety. Different arenas would use different aquarium items to ensure varied gameplay.
Setting: Aquariums

Victory Screen display
Score: for bragging rights. Also, display against Hi-score.
Match stats are shown: number of players smashed out, number of Power Up eaten, Players hit with Ultimates, Glass broken, Lives lost
Chilling: Winning fish wears sunglasses while cozying down on a deckchair and drinks a nice Mai Tai or Long Island Tea (winner's choice).
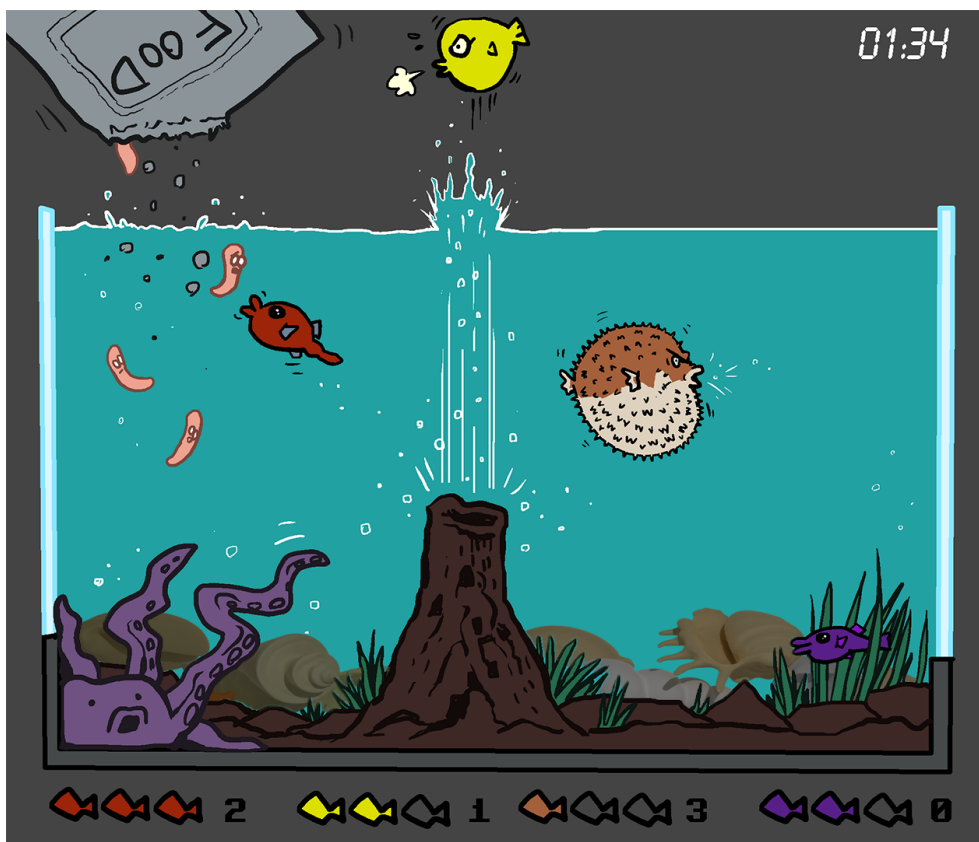
Under discussion, if the game art that should have been a mix between 3D and 2D, Only 2d Or 3D.