

Game Pitch: “Robot Battle”

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Intro

Directly inspired by the games Ultimate Chicken Horse (UCH) and Towerfall Ascension (TA), this 3D, 2-4 player local or online party game allows people to battle it out in different area levels and give the players the ability to modify the level as the game progresses. The players will be controlling robots with launchers to fire projectiles at your opponents and be the last one standing in many in each round. Maps are small so the rounds are short so no player is sitting for too longer than a minute.

Mechanics

Firing projectiles

- Players will be given base projectiles to launch at each other.
- Future additions will add different projectile types and behaviours like homing missile and explosives.

Level modification

- After each round, players are given the option to add obstacles to the level to change it in ways to potentially help or hurt theirs or others chances at survival. As these obstacles become more abundant, the more chaotic the levels get.
- Makes every game different.

2D game/ 3D Models (A) or 3D everything (B) (Pros and cons)

(A) Pros

- Fixed camera. No need to move the camera around.
- This helps with placing objects because raytracing is not needed.
- All players can see the whole map the entire time. Creating shorter rounds and a faster game loop. Prevents players from needing to find players and just able to focus on how to strategize about how to kill one another.

(A) Cons

- Severely hurts the 3D Aspect of the game.

(B) Pros

- Players able to move the camera around to place objects.
- More room for player movement.
- Could do an asymmetric style camera to lock during the combat rounds.

(C) Cons

- Creates problem with game flow if we are not able to always keep players on the screen. The asymmetric camera and post processing could fix this problem.

- Placing objects can become more difficult because of depth and rotation variance. Extra Raycasting causes performance issues if overdone. This may not be a huge issue if we optimize it properly.
 - Scroll wheel or keys can cycle distance maybe?

Lobby Creation:

- Pregame lobby so the players can all be collected before game start.
- This also allows for game rules and preferences to be changed before game if needed.

Score Tracker:

- Every time a player kills another player with their weapon or with a trap or obstacle, they collect a point. First to X number of points win.

Conclusion:

I believe this would be a fun and creative game for us to do for our capstone projects that is scalable and modifiable so we can add as little or as much as we want to.