

The background is a vibrant, cartoonish illustration of a pirate ship's deck. In the center, a white skull is positioned above two crossed pistols. The title "TRAILS OF GOLD" is written in a large, bold, yellow font with a red outline. The word "TRAILS" is on the top line, "OF" is in the middle, and "GOLD" is on the bottom line. The background features warm orange and yellow tones, suggesting a sunset or fire, with various wooden structures and rigging of the ship visible.

# TRAILS OF GOLD

The Shield mechanic

LA SUITE  
STUDIO

# Overview

The Shield is a special mechanic. It prevent boats to take damages from other boats or turrets.

It can be declined in two different parts of the core gameplay:

- The **Automatic Shield** is a new mechanic that will prevent a team from being chain-sunked by another team cannoning at them while they're trying to get back in the race.
- The **Item Shield** is a collectible item the team has to shot to gather, as other item. It will prevent any damage temporary.

*The constraints:* the mechanic needs to fit in the core gameplay and be easy to handle for the players.

# Automatic Shield

The **Automatic Shield** concerns the sinking only. When a boat takes too much damages, it sinks and the team has to use a pump to get back to the race. During that time, they're vulnerable to ennemies cannons.

The **Automatic Shield** works as a canon deflector. While the team is sinking, their boat is not subjected to damage anymore from other players. The turrets stop aiming at the boat during the Automatic Shield.

The Automatic Shield ends when the **pump mini-game ends**, as the boat is now ready to continue the race.



# Automatic Shield

The **Automatic Shield** is a transparent mechanic for players and should not be displayed.

The **Automatic Shield** has no value attached to its duration: it lasts the needed time for the players to be able to finish the pump mini-game.

There is **no limit** to its use, players won't be feedback on how many time they had activated it.

Its purpose is to allow players who sink to get back on track easily and avoid situations where they can't find a way to stop sinking when they achieved the pump mini-game.

# Item Shield

The **Item Shield** is a new collectable item. It means the Shield needs to be collected by players, the same way than the coins, by shooting at it.

When collected, the following events occurs:

- It directly activates itself and protects the team's boat during 10 seconds, meaning that the other teams can shoot at the shielded boat but can't make any damage.
- The boat can't be aimed by turrets or take damages from lava peaks. When colliding with a lava peak, the peak explodes, following the normal game sequence of destruction.
- Team from the shielded boat can't hoist the mainsail for the duration of the Shield.

# Item Shield

As a new *Level Design* element, it is subject to the following rules:

- It has to be put in the entrance of a zone where both teams will compet. Its purpose is to let players fight for it and give an advantage to a team.
- It will appear in the decor, partially hidden, to produce challenge and motive players to look after it.
- There will be various spots where it can appear. The spots are in the same distance from both boats to avoid unfair gameplay situations.
- There will be only one for both boats. It's important for the item to be a source of confrontation.
- The Spawn of the Item Shield must be when the loosing boat collides with the trigger.

# Item Shield

For the feedbacks:

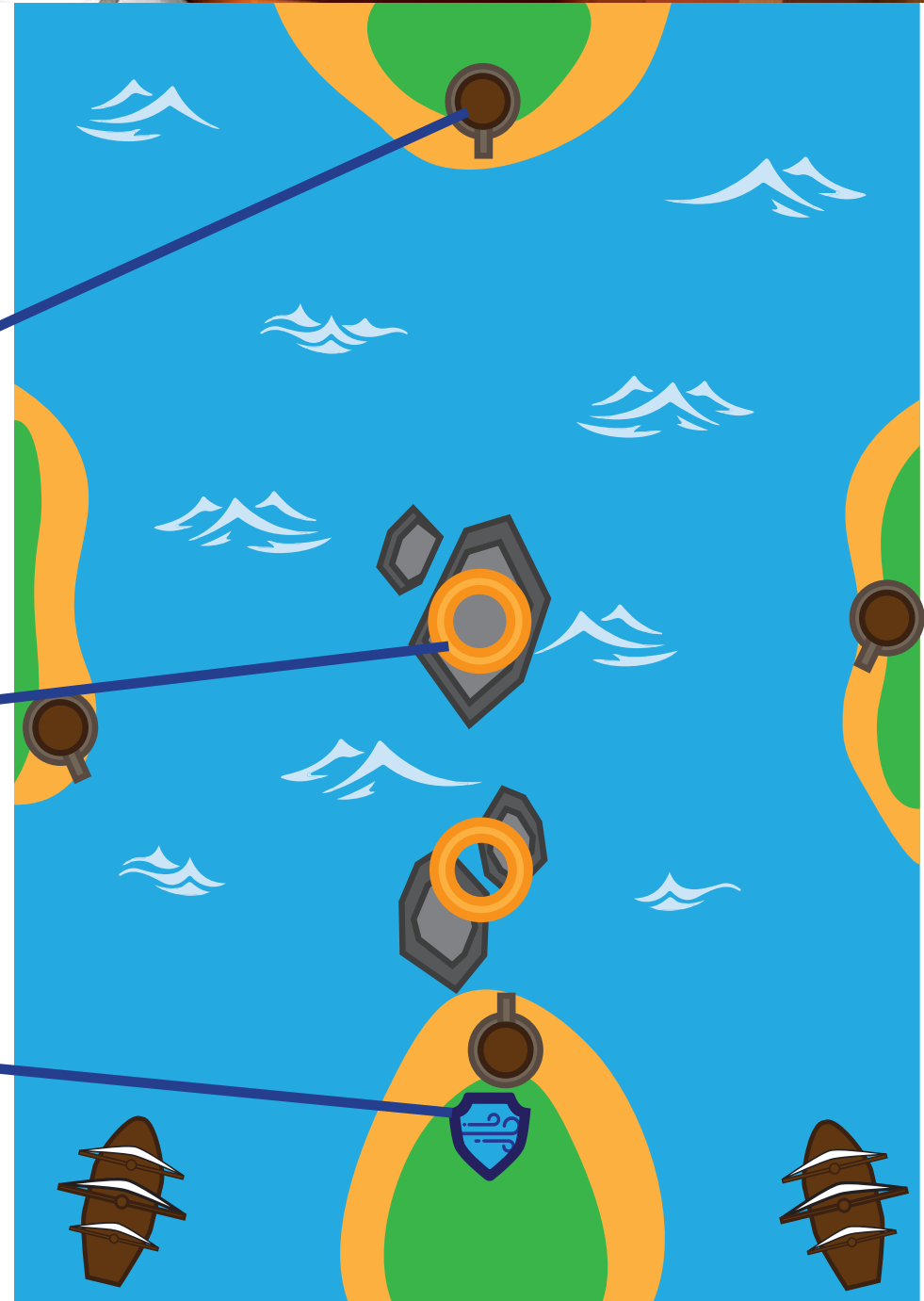
- A **visual feedback** is needed to allow the team who didn't get the item to know when the shield is activated and when it ended.
- The team who got the shield should have a **sonor feedback** and a light visual feedback on the boat to know when it's activated.
- A additionnal **sonor feedback** is needed for the team who got the shield. It would let them know when the shield will soon end.

# Schema

Turrets start firing on both boats when they enter the zone.

Unused item spots are not displayed to players. There are placed in the decor

The Shield Item spawns when the last boat collides with the trigger.





# Life Item

The Life Item is a new collectable item. It means the Life Item needs to be collected by players, the same way than the coins, by shooting at it.

The Life Item, when collected, repairs the hull of a boat. The amount of points granted is based on its «quality». There are two kinds of Life Item: the Large Life Item and the Normal Life Item.

Once an Item has been collected, it disappears.

# Life Item

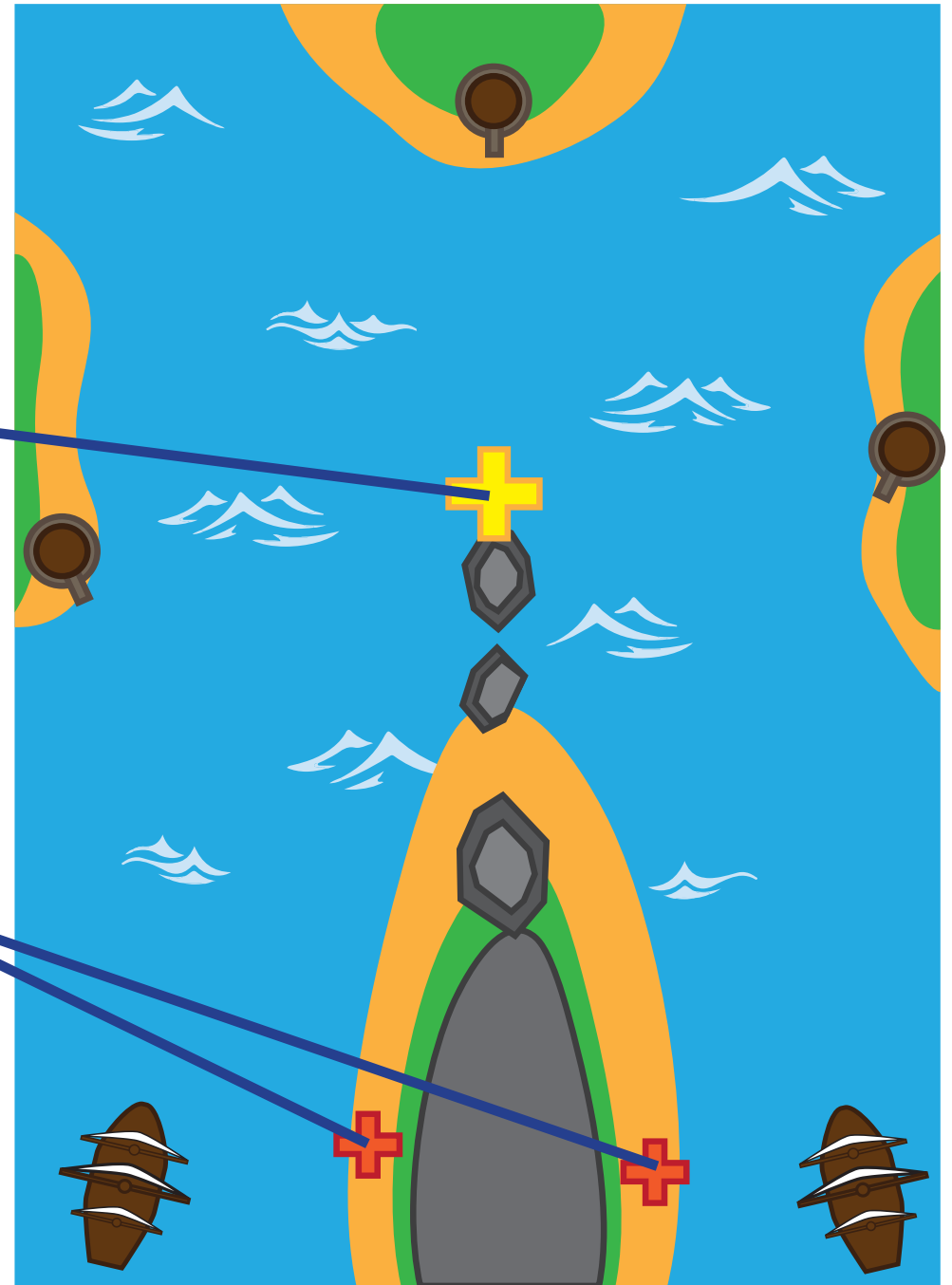
As a new *Level Design* element, it is subject to the following rules:

- The Normal Life Item has to appear in the zone where the boats are separated.
- The Large Life Item has to appear in a shared zone where both boats will compete to obtain it, at the same distance from both ways.
- Several spots should be placed so both Life Items won't appear at the exact same place every game.
- The Large Life Item Spots have to be placed on a minimal distance from Item Shield Spots.

# Schema

The Large Life Item appears when the last boat has collided with its trigger

Both Normal Life Items appears on the way of both boats.



# Dependances

Item Shield:

- VoiceOver (for the item use and the end of duration)
- props 3D of the Item Shield
- Particles Emitter (visual feedback for the concerned boat, visible for the opposed team)
- UI (visual feedback on the concerned boat)
- Sound FX (for the sonor feedback)