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Project: WBB

David, Dodo, Jessica, Mirjam, Vincent, Nico



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Tags

Local Multiplayer, Arena Battler, Action, Silly, Chaos, Magic

In a nutshell

Wizards that don't really understand wizarding have to write epic stories by punching each other with rubber bands.

High Concept

Project WBB is a local multiplayer arena battler, in which 4 Players throw each other into pits and stage hazards with seemingly magical spells. In the first round, only a basic spell is provided for every Player and after each finished stage the Player with the least amount of points is allowed to add a new one from a small selection. Every Map has its own features and hazards to diversify the strategies.

Story

A long time ago the magical continent of De'ta'lev was home to a plenitude of wizards with magnificent and colorful beards with which they wrote epic stories to fuel their magical powers. After the attack of an evil nation of vampire Barbers (Barbires) and with the discovery of fuel, the age of industrialization dawned upon the lands. The magic was forgotten, the history destroyed and white beards were the new trend. After a few more hundred years the fuel ran out, as it was actually a byproduct of the used magic. So now, without stories, magic and technology, the continent is in dire need of new epic stories. 4 not so epic heroes were called upon by the High Professor for future history of the once magical university of De'ta'lev ™ to go into the mystical house of Kla'aus(an old shed) to perform mighty deeds and write a new epic for the world to rediscover magic. But deep in the shed are the elusive and dangerous wusels, a race of not so ancient, mischievous, fluffy things which are very silly indeed.

Vor langer Zeit war der magische Kontinent De'ta'lev die Heimat einer Vielzahl von Zauberern mit prächtigen und farbenfrohen Bärten, mit denen sie epische Geschichten schrieben, um ihre magischen Kräfte zu stärken. Nach dem Angriff eines bösen Volkes von Vampir-Barbieren (Barbires) und mit der Entdeckung des Brennstoffs brach das Zeitalter der Industrialisierung über das Land herein. Die Magie geriet in Vergessenheit, die Geschichte wurde zerstört und weiße Bärte waren der neue Trend. Nach ein paar weiteren hundert Jahren ging der Treibstoff zur Neige, da er eigentlich ein Nebenprodukt der verwendeten Magie war. Jetzt, ohne Geschichten, Magie und Technologie, braucht der Kontinent dringend neue epische Geschichten. Der Hohe Professor für Zukunftsgeschichte der einst magischen Universität von De'ta'lev ™ rief vier nicht so epische Helden dazu auf, in das mystische Haus von Kla'aus (ein alter Schuppen) zu gehen, um mächtige Taten zu vollbringen und ein neues Epos zu schreiben, damit die Welt die Magie wiederentdeckt. Aber tief im Schuppen

leben die schwer fassbaren und gefährlichen Wusels, eine Rasse von nicht so alten, schelmischen, flauschigen Wesen, die in der Tat sehr dumm sind.

Look and Feel

Notes:

Gameplay

Battle loop:

The Players spawn in a closed battle arena. Every player has the same basic spells, which can be used to tether to objects or players together and then pull them towards each other. Apart from that they are able to pickup different spells in the arena to get access to more specialized spell. There is no classical damage system, as the players can only lose lifes by falling into pits, which are sprinkled around the arena.

Level loop:

Each session starts with only the basic spell unlocked and ready. After every finished arena, the player, which died first, is able to select a new spell to be available for pickup in the next round. The Spell can be picked from a semi curated list of 3 Spells.

OR:

The player which died first chooses the next map to play and power ups are fixed in the maps.

Ending:

After the last round, the player with the most wins takes the final victory. Points are counted by adding Titles to the players name.

Features

Local multiplayer

Commentator

A professional bard that narrates the players action dynamically

Spells

The Players have multiple different spells at their disposal. All of them are inspired by real life objects, like rubber bands, hair dryers, mixers and vacuum cleaners.

Physics based

All of the interactions are physics based, objects get thrown around, players swept away and all in all total chaos ensues.

Titles

Who needs points after a win? The winner of a round takes a title, in the end, the player with the longest title wins!

Made for tournaments

Twitch and Crowd integration, so that the viewers are not only of a spectator role, but can influence the game by cheering and voting on new maps.

Leveldesign

The battles are fought in a small arena, filled with different interactables, pickups for spells and stage hazards.

Interactables

Can be manipulated by spells and are used as the most basic means of pushing other players off the stage.

Furniture

A multitude of furniture, like barrels, chairs, boxes, tables and the likes are scattered around, which are used to physically push around other players, with different mass and speed, depending on the type of furniture.

Explosives

Explosive barrels and bombs are placed in the arenas, which blow up when hitting walls and players or simply after some time has passed.

Explosives have 3 behaviors:

1. Inactive: Not yet hit, does nothing, behaves like normal furniture
2. Armed: After getting hit, the bomb is set to a 3 second timer, after which it explodes. Also explodes if flung into a wall or into players, does not explode if merely touched
3. Exploding: Flings player away from the epicenter

Pickups

Scattered and respawning boxes, which provide the players with extra spells to wreak havoc.

Dynamic Pickups

Spawned randomly on the map, which gives the player a random new spell out of the list of spells which were selected between the levels.

Static Pickups

Spawned on fixed, hard to reach, heavily contested areas. They contain stronger and spells, which are uniquely selected for the specific maps

Stage Hazards

Every map contains at least one hazard for the players to defeat each other with and to give each map a small but unique twist.

Generic Hazards

Spike pits, bottomless holes, lava and everything that might lead to the untimely demise of a young hero

Unique Hazards

Teleportation portals, which makes it easy to launch people across the whole map, icy floors, which makes everything slippery, conveyor belts, to further increase the chaos, sliding walls to push people across the whole map, flipper paddles to launch others across the floor and strong magnets to pull everything in that comes close to them.

Interface

Notes:

Sound

Notes: comic, folk, fun, magic

Sound Design

The overall style will be cartoony enhanced by sound elements which bring joy. All Sounds should be a mixture of soft, organic and characteristic weird sounds, which are clearly structured and not too complex. It is important to get the story of each sound across. There can also be an element of surprise by choosing interesting or funny sounds.

Kommentator

Once there was a tiny bard. He wasn't really good at singing. Rhyming also wasn't his biggest talent. But there were stories to be told and heroes to be praised and this special little bard always finds the right way to tell a good, epic story.

The goal is to generate through gameplay a story, which is told in live through the bard. To achieve this, there should be several sentences and short sequences of 2-3 words, which can be modulated and built into song phrases during fighting scenes. The refrain should stand out a bit more and can either be a repeated sentence or has a similar vibe, but with different sentences.

The Game itself will be for now in english, most likely in scottish english. There might be subtitles for those who can't hear.

For now it might be best, if he talks energetically and slightly melodic (like a bard) during the phrases and maybe sing or has another energy during refrains.

AI?

Musik

As there is a bard, the music should have phrases and refrains.

The energy of the music should be uplifting, it should motivate and feel epic.

Folk music would fit the energy of the gameplay, while it also offers a good possibility of adding spoken and sung phrases of the bard.

Typical bard songs would be too simple and don't have the energy to fit the gameplay of this game, apart from the intro, where this style is sought for.

Musik Moodboard

<https://www.youtube.com/playlist?list=PLJJrtZEg6I8vw9plorPQapEF4jwRIQBID>

The Bard's Tale IV

classic Bard-song; inspo for intro

ESO: all bard songs with lyrics

inspo für Intro

Toss a coin to your witcher

not so classic Bard song; nice opening from 1 instrument to several ones

Nightwish - The Islander

good example of singing and reduced folk

Fairy Tail Main Theme

This Energy! Love the mix of epic and uplifting

Trollhammaren

Love the melodic energy of this one

Folkearth instrumental

from 1:00 - inspo for the game energy, maybe a bit too heavy on the "dark" side

One Last Ale

example of how the energy could be for the game (especially beginning)

Barrels of Whiskey

good example of good energy of music and lyrics

Amorphis - Honeyflow

Also has a good melodic energy, negative example for Vocals

Devils Dance Floor

Classic Folk, good example of speaking the text

Hasenscheiße - Die nackte Elfe

Example of speak-singing, instrumentation reduced - example for first Level

The Captain's Dead

example of folk music and singing

Alestorm - Keelhauled

Example of how vocals could sound if they are spoken (melody of song does not fit game)

Sound Design Moodboard

<https://www.youtube.com/watch?v=n8RrgDkD0z4&list=PLLJrtZEg6I8veqL3YyS1ZT-SnXQt12QQT>

Lego Harry Potter

Comical Effects bei Spells, sowie deren "Einfachheit"

Stardew Valley

einfach, aber sehr effektiv vom Storytelling

Figment

macht Spaß die Sounds zu hören

"Tequila"

wäre gut wiedererkennbare Zaubereffekte zu haben, wo man (und der Kommentator) etwas mitbrüllen kann

Rayman

spaßige Sounds, sehr charakteristisch

Theme & Inspiration

Notes: discworld, whacky, stupid, magic

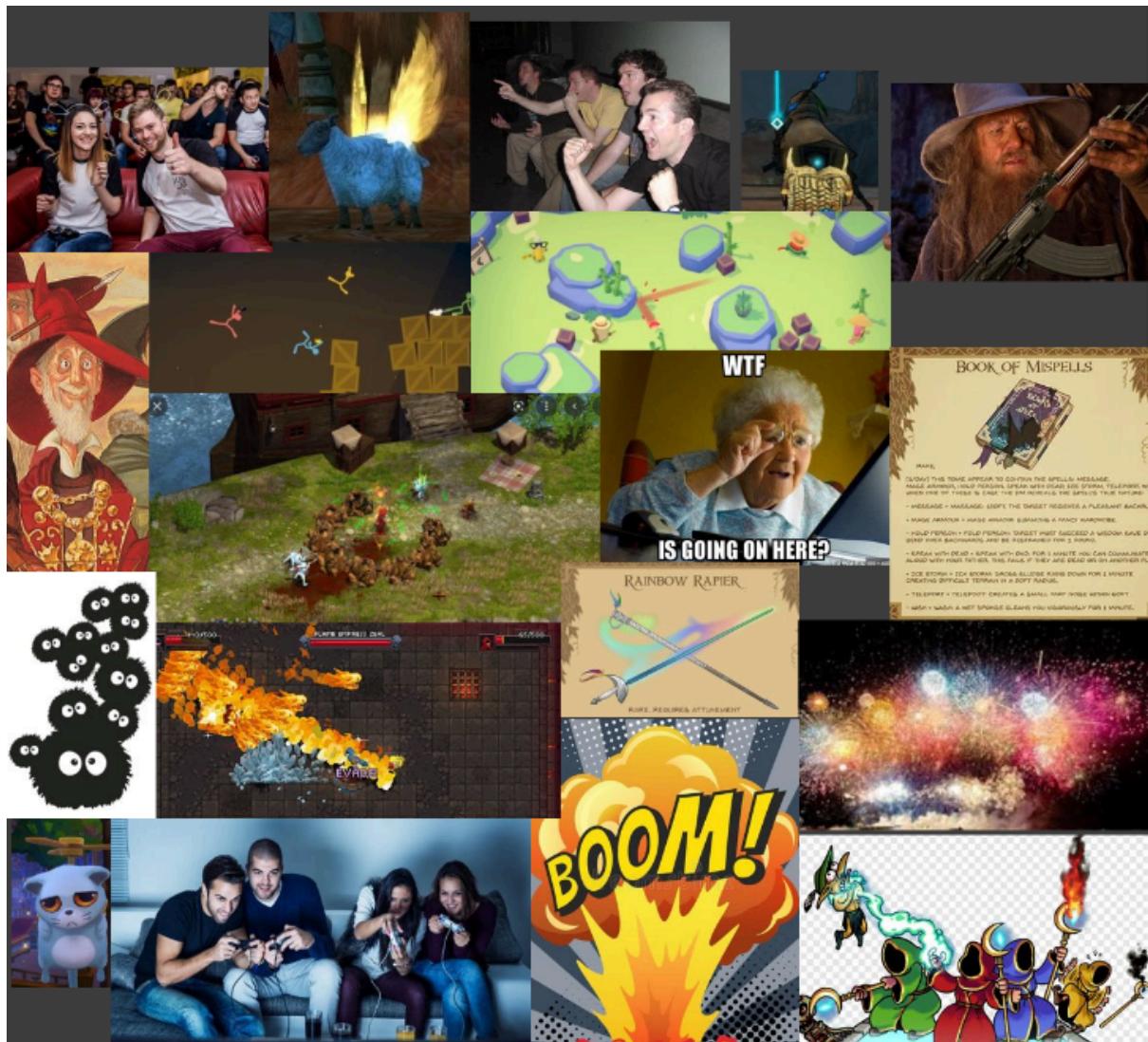
Discworld:

A lot of the silly and wacky mages and world details are inspired by Terry Pratchett's Discworld novels. As the world details a great mix between the silliness in the description of everyday items and the general idea of a very magic word, where nothing really works.

Magic:

In Project: WBB magic has the twist, that the magic used in the game, is base on normal household items, which do what they are intended to do, or rather do what you would describe them to do. As an example, the base spell rubbelinks is based on rubberbands. If someone would describe rubber bands it might sound like this: "It's a stretchy band, that is used to pull things together.". If this is literally translated, we get a magical thing, that sticks to two things, tethers them together and snaps them towards each other.

Moodboard



Notes:

mood:

couch, explosions, crowd, hype, bugs bunny humor,
reference games:
boomerang foo, crawl, castle crashers, dont starve, gang beasts, just cause (links/jetpacks),
rounds, stick fight the game, wizard of legend, paper mario,

dart board:

center ish:

boomerang foo, gang beasts, rounds

middle ish:

overcooked(feels whacky to me), castlecrashers (humor+2.5d), inkulinati (art style?), pentiment (art style?)

far of:

dark souls, castlevania, hearthstone, slay the spire(little closer than hearthstone tho, since choosing path/modifiers ish), hogwarts legacy



Concept Art

Notes:

Mockup

Notes: