



# Color Clash

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# Overview/Theme

## Idea Summary

Describe the idea, including some basic background and short description of the game.

"**Color Clash**" is a hypercasual mobile game that pits two players against each other in a vibrant, fast-paced color-throwing battle. Set on a simple but dynamic grid, the game features a blue player at the bottom and a red player at the top of the screen. Utilizing a slingshot or drag-and-drop mechanic, players hurl color balls to paint objects scattered across the grid. The challenge lies in outmaneuvering the opponent and dominating the grid with their respective colors within a set time frame. The game is visually engaging, with bright colors and smooth animations that make the action feel lively and dynamic. The intuitive controls ensure that players can quickly pick up the game and start having fun, while the competitive nature keeps them hooked. The game's straightforward mechanics and visually stimulating gameplay ensure it remains accessible and engaging for players of all ages.

## Goal

What's the ultimate aim of the player playing this game? Why will it be fun, entertaining or satisfying?

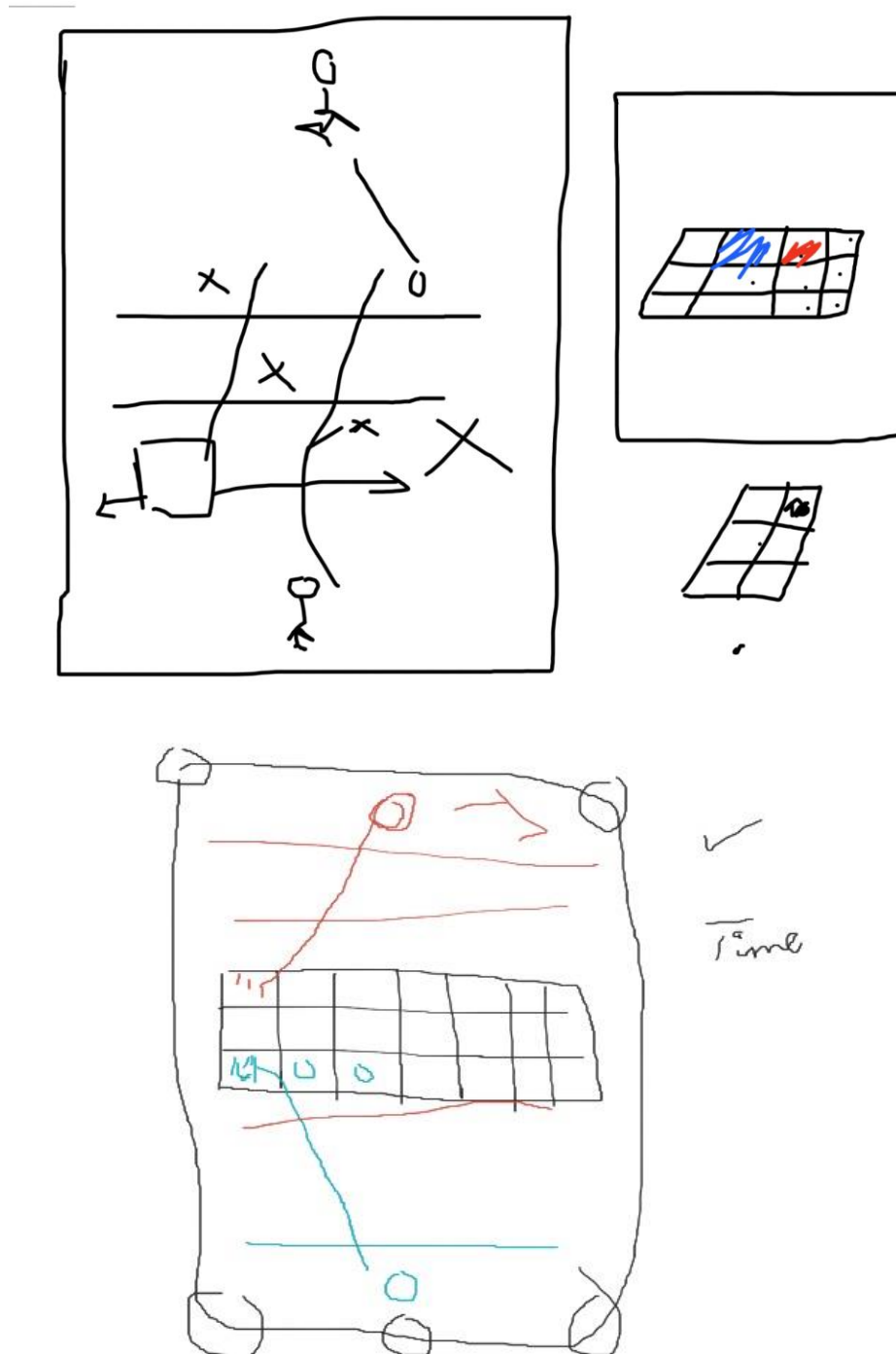
The ultimate aim of the player in "**Color Clash**" is to paint more objects in their color than their opponent within the given time frame. Players must strategically and skillfully use the slingshot or drag-and-drop mechanic to cover as many objects as possible in their color, while also defending their own painted objects from being overtaken by the opponent. The thrill of rapid competition, coupled with the satisfaction of seeing the screen filled with one's color, makes "**Color Clash**" both fun and entertaining. The game's fast pace and simple controls offer immediate gratification, while the competitive element provides a compelling reason for players to keep coming back. The game is designed to be fun, entertaining, and satisfying due to several key factors:

1. **Competitive Edge:** The head-to-head competition drives players to improve their skills and strategies to outpaint their opponent.
2. **Visual Satisfaction:** Seeing the grid fill up with one's color provides a gratifying visual experience.
3. **Simple Mechanics:** The slingshot or drag-and-drop mechanic is easy to learn but offers depth in terms of aiming and timing.
4. **Time Pressure:** The limited time frame adds a layer of excitement and urgency to the gameplay.



## Mock Ups

Use mockups that you have made, stock images, game screenshots or doodles to showcase how the game works. The quality / accuracy of the image doesn't matter, it can be a badly drawn doodle but should explain the core game.





## References (Optional)

Any references link to existing material out there that best describes how the game looks, feels and plays. These could be videos, images, existing game links. References help in finding out what will be the camera angle, how will the core mechanic, how will the game look and feel like or anything else about the game.





## Art Style (check any number of boxes that apply)

- 3D
- Cartoon
- Low Poly
- Isometric

Sample images or references





## Look & Feel / Camera

- Top Down
- Describe how the camera angle option works w.r.t to the game, it's good to have a screenshot of a sample game or a video that helps describe camera angle.



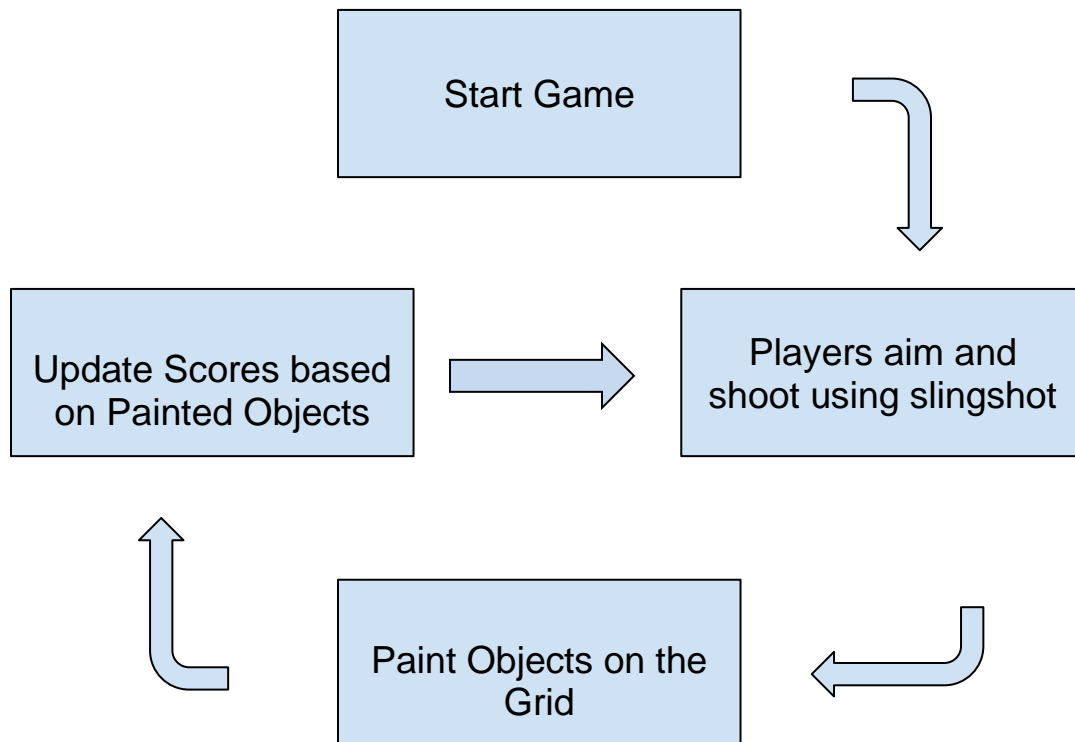


# Mechanic

## Controls

- Portrait
- Hold
- Release
- Drag
- Slingshot

## Core Loop (Feel Free to Replace the Diagram Below)



## Progression

- Level Based
- Score Based
- Star Based
- % Complete Based