Clawful GDD

ELEVATOR

Claw machine puzzle fighting game.

GAMEPLAY

2 players control competing claws with the drop box being a puzzle game. Use the activator bombs to activate the puzzle combos and deal damage to the opponent. The puzzle system is similar to Puyo Puyo Tetris on the Switch. Characters will be designed similar to fighting games with unique appearances and levels, and possibly guest fighters (if popular).

Single player mode will be timed with a “shot clock”. Every ball dropped adds time, and at certain goals the time decreases by an increment.

DEFINITIONS

TROLLY – The part of the claw that moves left and right on a rail at the top of the screen.

CLAW – The part of the claw unit that lowers and raises and opens and shuts. It is connected to the TROLLY with a string/wire.

PRIZES – Items in the PRIZE POOL shared between the players. The claw picks up the PRIZES and moves them to one of the PRIZE BOXES on the sides of the screen. For development they are balls.

PLAYER MOVMENT

(needed)

Left and right directions, double tap to get a quick dash, hold it to keep moving fast. Physics based so a dash into the opponent will bump them if they do not use equal force.

Claw movement up and down with activation of the claw a separate button instead the traditional timed claw. The claw hangs by physics and has a physics based string (from a spline tool plugin) that shows the distance of the claw.

Swing the claw with the left and right movement and then open it to throw other items at the opponent prize box and ruin their combos.

ACTIVATOR PRIZES

(needed)

Standard bomb – Activates all combos it is contacting when it reaches the bottom.

Half-Life bomb – Activates the combo directly below it (when reaching the bottom) for half damage to the controlling player. (IE throw this at your opponent!)

Bunker Buster – Destroys the column it lands on and the bottom row. No damage awarded.

Fire Bomb – Splits on impact with the prize box and activates only the nodes the embers land on.

Acid Bomb – Similar to Fire Bomb, but no activation, just destruction.

Maybe more.

PRIZES

The things you’re trying to collect, merge, and blow up. Currently represented as balls, but might be adjusted to be objects in the future, like plushies, tchotchkes, and ticket bundles. As balls, when they connect with others of the same kind they merge completely. Activating the blob bursts them all and counts the points. As plushies (etc.) they will merge when the connected when the form is a square and become a larger version with bonus points.

CURRENT CONTROL SCHEME

Player one only right now until controls are fully complete. Left and right arrow keys to move left and right. Double tap to get a dash/dodge. Up and down arrow keys to move the Claw up and down. Hold up when Claw is at top to charge the Claw launcher. Right CTRL to open and close the Claw. Right Shift to jump.

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