ORBliteration

Team: Phenomena

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High Concept: "Elevator Pitch"

Roll around a dynamically changing arena and use your momentum to obliterate your opponents off the map. Be victorious by utilising the power ups and the environment to your advantage.

Genre:

- Competitive Local Multiplayer
- Casual
- Battle Arena

Gameplay:

- Physics based movement to push your opponent and force them out of the arena.
- Collect a variety of items that could aid (buff) or hinder (debuff) your actions.
- Avoid falling off the edge of the arena either by your own volition or by the actions of the opposition.

Features:

- Xbox 360 controls that allow for 360 degrees of movement and up to 4 users playing simultaneously on one local machine. These simplified controls, provide a way for everyone to play without the need to spend too much time learning the controls.

- Dynamically changing arena floor to provide other means of strategy and unique play-through experience. The arena is a large square made up of smaller individual tiles that can change independently of one another.
  - Holes can appear in the arena floor that acts an additional way of falling off the platform. These holes are preceded by a crack in the tile that will break away.
  - Arena shrinks in size slowly over time to increase difficulty as the game progresses and ensure a victor.
  - Sections of the floor change in type to create a different friction to alter the momentum of any Orb that crosses it.
    - Ice-like tiles to create less friction and faster movement.
    - Normal tiles for normal friction. The standard game tile.
    - Sand-like tiles to create a greater friction to reduce movement capabilities.

- A variety of beneficial and hindering items the randomly spawn on the arena and can be activated by any Orb by simply touching it. Effects happen immediately with different durations.
    - Beneficial effects (buffs)
        - *Size Increase:* Increase the Orbs size and mass giving the player a greater force when impacting another player and reducing effects from opposing impacts.
    - Negative effects (debuffs)
        - *Control change:* Randomly remaps the players controlling keys to make increase difficulty of movement while effect lasts.
    - Neutral
        - *Increase Speed:* Increase the player's maximum speed and acceleration.
- Physics system
    - Orbs accelerate, applied by moving the joystick, up to a maximum speed and decelerate once the joystick is released or pressed in the opposite direction. This allows a fun less predictable movement system.
    - Physics is used to provide a fun way to interact with each other in the arena. Acceleration and mass determines your force that you will apply on your foes. Different friction is applied on certain tiles, providing a dynamic way to introduce obstacles within the arena.
- Multiple gameplay modes
    - *Standard Tournament:* The standard game mode where buffs and debuffs spawn and the arena changes periodically.
    - *Skills Only:* Game mode where there is no random effects. Arena does not change other than reducing in size and buffs and debuffs so not spawn. Purely a test of skill Orb vs Orb.
    - *Chaotic Arena:* Arena changes happen faster and more buffs and debuffs spawn to create a chaotic atmosphere where nothing can be taken for granted.

Setting:

Tron-like setting with neon lights over a dark background. With the Neon lights to highlight important aspects of the game, such as the Orbs and Edges of the arena

Target Audience:

Age: 7+
Casual players looking for a bit of competitive enjoyment.

Player Motivation:

Competitive players that gain enjoyment from competing against each other in a fast-paced action game.

Hardware Platforms:

Windows PC with an Xbox 360 controller.

Potential Risks:

- *Team dynamics:* As a team we have not worked together which could lead to conflicting ideas.
- *Experience with physics based programing*: The team has not utilised physics with in a game environment
- *Lack of art assets:* The team lacks a professional artist which can limit the creativity how the game looks.
- *Simplistic gameplay:* The simplistic gameplay can become repetitive which can eventually lead to a boring experience

Summary:

The game is a 2-4 player arena where players battle it out to be the last Orb rolling. A continuously changing environment adds to the challenge as obstacles change the dynamics of the arena to mix up gameplay. The core of the game is to be the last Orb in the arena. Outlast your opponents or actively seek to knock them out of the play area. The Orbs use a physics based system of movement and combat based around acceleration, friction and forces. Randomly spawned power-ups can aid or hinder the player's, dependent of which one the pick up or are bumped into.