Name TBD – Concept

# Introduction

Within the scope of this semesters game development course, a small Mario Party-like minigame should be developed in groups of 5. All minigames will later be part of a bigger game, developed by an Innovation Lab (INNO) group. The limiting factors are: It must be playable by 4-players (locally), and it should stay within the confines of a minigame.

# Genre

Top-down Action Shooter, Single-screen, 4-player Local Multiplayer, Arcade-Minigame

# Core Concept

This Game is mainly inspired by Splatoon’s core mechanic, of spreading color over the map, and using the Surface area of the team’s color to determine the winner.

In this case, each player would have their own color. A player has a trail of color running behind them, coloring in the area. Players can override each other colors. Furthermore, everyone can charge a projectile that stuns & knocks back other players when hit. This won’t have a cooldown, although it will slow down the charging player considerably. Players should also have a mobility ability (i.e., a dash on a cooldown, may not spread color while dashing).

Due to the top-down nature, any map elevation is discouraged. Ammunition, and player classes were considered, but the decision was made to not implement them, as it would make the game too complicated for a simple arcade-like minigame.

# Core Mechanics

## Coloring Trail

A coloring trail running behind every player, coloring in the map.

## Chargeable Projectile

A projectile, which can be charged by holding a button. On release, it fires - stunning and knocking back other players on direct impact. Wherever it impacts, it creates an area of color. A player may get disrupted during charging (i.e., through another projectile). Charging also slows players down considerably, which impacts their coloring rate.

## Dash

Might be on a long cooldown - or a short cooldown but disabling the coloring trail while dashing.

## Holes

Whenever someone falls into a hole, they immediately respawn at their last location, but are stunned for a short time frame (they also gain invulnerability frames, to avoid stun locking).

## Controls

* Left stick to move
* Right stick to aim
* LB to dash
* RB to charge

# Development Environment

Unity, Git+LFS

# Technical Specification

TBD according to INNO group.

# Level-Design

Below image illustrates the rough concept.

A picture containing text

Description automatically generated

The map may be center-symmetrical, so that no player gains an unfair advantage through their spawn location.

Further details regarding art direction are TBD, according to any restrictions or guidelines from the INNO group. Ideally, the background is rather muted, so that the players’ colors are clearly visible.

# Time plan

Graphical user interface

Description automatically generated with low confidence

# References

[Splatoon - Painting Effect in Unity](https://www.youtube.com/watch?v=YUWfHX_ZNCw&t=0st)

[Splatoon Ink Effect](https://github.com/mixandjam/Splatoon-Ink)