# GoGodot Jam 4

## Option 1) Minimalism

A game with only two colors (black-white), low-bit pixel art.

Perhaps a puzzle with no text, only minimal elements and rules.

## Option 2) Literal

A puzzle game where, to win the level, you have to create the sentence “LESS” = “MORE”

## Option 3) Magic

You grow a recipe / spell over time.

The fewer ingredients / elements you use, however, the better.

*How?*

* It’s very easy to accidentally add more ingredients.
* **The enemies throw extra ingredients towards you/your cauldron.** You have to stop them, before they overflow your cauldron.
* You’re never sure how *strong* your magic needs to be. Which might tempt you to add more than necessary, incurring penalties.

**The rules:**

* You always accelerate. Can only turn left/right.
* If you hit the cauldron with ingredients in your backpack, you add them.
  + After adding, it takes X seconds to “cook” and finalize
  + Might just make it disappear and reappear somewhere else some time later.
* If you hit it empty, while cooked, you *take* the potion inside.
* If the cauldron is filled *too much*, it explodes and you lose.

The *more* you turn, the *less* the cauldron can hold.

The *more* you add to the potion, the less powerful the result when you drink it.

**IDEA:** You can only keep *one ingredient type* in your backpack. Any others are destroyed upon touching them.

**OR:** The game only *has* one ingredient type :p

There are “ingredients” for movement. (Like an arrow that turns you around, *without* counting as input/turning.)

The ingredients jump/bump *roughly* towards the cauldron at all times. Adding more automatically

Cannons/Enemies throw ingredients towards the cauldron.

## Option 4) Couch Co-op / Sports

Apply “less is more” in general game mechanics across the board. Points are given when *scoring* goals (or destroying enemies). The *number* of points depends …

* Fewer controls = more points
* Fewer powerups = more points
* Fewer inputs = more points
  + For example, a racing game in which you want to finish with the *least* turning or accelerating
* Fewer enemies on the field = more points
* Fewer touches = more points

The **kick golf** game =>

* Simple midgetgolf levels
* However, the ball can be hit at all times (no need to wait until it’s still). Players kick it by simply walking into it. (Or they hold their golf stick at the side.)
* Fewer touches = more points when it goes into the hole.

*Multiplayer?* Simply multiple players on the field with their own balls. You can choose whether balls / players interact with each other.

Otherwise, it’d probably be a soccer or tennis-like game.

## Option 5) Management

You **start** with a huge store / city/ randomly generated location.

You have to reduce it back to 1 square (or 3x3/4x4), while keeping your money flow positive at all times.

**“Less is Store”**

## Option 6) Arcade Game

Similar to the couch co-op / sports game. A semi-abstract, maybe platformer, game like the old arcades.

Would be perhaps easiest / most fun to make … but how to incorporate the theme?

A platformer where you have to **die** as quickly as possible?

Less space = more points

Less light = more points

# Recipe Race (To Do)

Close the game loop.

* Slightly larger map size
* Subsystem for turning ingredients “aggressive”. (Control how many there are.)
  + Longer windup animation before it jumps + more chance to “catch” it
* Show how much the cauldron can hold above it (variant in IngredientList, grayed-out icons for empty space)
  + Actually scale the models accordingly
* Don’t spawn ingredients inside or close to Cauldron
  + Actually read/calculate correct map params from Map
* (You can get *stuck* if you can’t turn anywhere. How to prevent this?)
* Add big bar at the bottom that *shows* how much you’ve turned and where the threshold is.
* If the Cauldron overflows, go to Game Over.
* (Try the action/special ingredients. Though if it’s a good game, it should work without that.)
* More snappy/fun movement

For now, objective is: **“stay alive as long as possible”**

* Maybe work with “stages”. Each stage transitions with a tutorial image that pops down, explaining the *next* rule that activates.

Test some rules:

* Only allow one type in your backpack. (Destroy / kick away the others.)
* Cauldrons: delay, or appear/disappear, or “cooking”
* What to do with potions you drink / get?

**Test HTML export.**

For polishing:

* Player models: witch on broom
* Ingredient models
* Cauldron models
* Actual level (environment, quad decorations, etc.)
* Tutorial + input select