[Idea] In Eggcelent Condition

Key elements:

* Local multiplayer for **1-X players**.
* Extremely simple. (Only moving. Extra button is optional.)
* Just need to keep things in the air (touching the ground will break them).
* To remove them from the air, *deliver* them safely somewhere.

To do

# Eggs

* Give actual egg shape
* Create “broken” version for when they hit the floor
* Allow easy way to swap their exterior (with different easter-egg-patterns)
  + Place patterns horizontally next to each other in spritesheet
  + Write shader with one parameter: offset
  + This offsets the UV to the right to select which pattern to use

Once eggs have their shape, there’s no reason for our head to be a circle. Just make them a rectangle/cylinder/flat-topped thing.

# Powerups

**Are the same as eggs.**

* When you *break* an egg, it reveals its powerup, so you can grab it.
* When you *deliver* an egg … ?

(Giving powerups for *breaking* allows players control over it, so they can grab ones they desperately need, instead of it being determined by random chance. However, that makes *delivering* a bit weak, so what to do with that? => Unless delivering is **essential** for your score, then it’s a good trade-off.)

At the same time, **powerups are your second button.** (Which also means they are displayed + their button on players.)

* Jump = a powerup you can grab
* Dash = a powerup you can grab
* Magnet/Repel = a powerup you can grab
* NoGravity = a powerup you can grab ( => while held, disables all gravity in your area)

(Others are just temporary status effects, such as “move faster”, or global status effects, such as “lower gravity/slower eggs”)

# Egg Cannons

* Slowly aim in different directions.
* When an egg is destroyed, give random cannon the task of shooting a new one. (Maintain good min/max eggs.)

# Egg Baskets

* Create in Blender
* Auto-create their physics body in Godot
* Place area inside => any eggs that touch it are considered “delivered” (Change material, don’t break when it touches something anymore, etc.)

(**IDEA:** Some baskets accept anything. Others only accept specific *categories* of eggs.)

# Players

* Create some basic design for players that would allow:
  + Swapping heads (different shapes/types)
  + Holding 0/1/… “frying pans”