# [Idea] In Eggcelent Condition

**BETTER TITLE => Ho Ho Sombrero? =>** Combines *Christmas* and *Sombreros*

Key elements:

* Local cooperative 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.

## Positivity & Wholesomeness

How to really make this a core part of the game?

* You can only go *forward*. Breaking eggs isn’t bad or game over => it just gives you a powerup to help you next time.
* Each egg stands for some *wish* or *desire* or *dream*.
* When the game is over, all eggs explode and little birds come out?
* You’re helping Santa Claus deliver presents?
* Any *time* you set is good. (Though you can always improve if you want, or enable stricter rules in the settings.)

## 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, you just get its points, counting towards objective.

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

Others are just temporary status effects ( “faster speed”) or global effects (“slower eggs”)

## Obstacles

There can be extra elements in the level. These are meant for:

* (Visual) variation => a flat, plain, empty rectangle isn’t great
* Helping you => pillows to catch stuff, ramps to deflect eggs back at you
* Hindering you => stuff to walk around, weird deflections on eggs

## Egg Cannons

These *shoot* the eggs into the level. Only when they get the signal (and know an egg is needed).

They slowly rotate (and pick a random force) to *vary* where eggs end up.

## Collision Layer

1. All
2. Eggs
3. Players
4. Environment

# To Do

Lalal

## Egg Cannons

* Slowly aim in different directions.
* Use a random force when shooting.
* When an egg is destroyed, give random cannon the task of shooting a new one. (Maintain good min/max eggs.)
* Create an actual *3D model* for it, plus a very fancy animation (windup and execute).

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

**IDEA:** Instead of the cannons, have *birds* flying overhead?

* If they have an egg, they drop it
* If not, they can *catch* an egg flying upward that comes near them ( = so, an alternative way to deliver eggs)

## Players

* Draw sombreros (with swappable palette, to get unique one per player)
* Draw a basic player underneath? Is it necessary?

# Powerups

## Button-based

* X Jump
* X Dash = quick speed burst in a direction
* X Magnet/Repel = attract/repel all eggs within a certain radius
* X Freeze = completely freeze all eggs within a certain radius
* Frisbee = you can *throw* your sombrero (and it will come back to you like a boomerang?)

## General

* Earthquake = Your sombrero is slanted sideways
* Frying Pan = Your sombrero is mounted at your *side* (half height), instead of on your head
* X Move faster/slower
* X Move like you’re on ice
* X Bounciness plus/min = eggs bounce more or less on your head

## Global

* X Lower/Higher gravity => needs egg + tutorial
* X Faster/slower moving eggs => needs egg + tutorial
* X Eggs are worth double their points => needs egg + tutorial

# Obstacles

## Visual

Although they can have a gameplay impact, they’re mostly for environment and visual flair.

* Trees
* Rocks

These can be static (in low numbers).

But they are mostly *dynamic*: popping up, then disappearing against after some time.

## Physics

These give a great deal of extra options, deflections, movement, etcetera.

* A (low) trampoline to move around, which can either help you jump, or save an egg from falling
* Same with a *pillow*
* A *ramp* that deflects the eggs.