# [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

**Remark:** Sombreros are only on layer 2, so they don’t collide with terrain or other players. (Was just too frustrating and annoying, you could never reach anything.)

## 3D Models

Websites:

* <https://poly.pizza>

Reddit post by someone with a *huge* amount of free asset packs:

* <https://www.reddit.com/r/gamedev/comments/rih967/ive_made_a_pack_with_everything_you_need_to_make/>

# To Do

## Planning (for timekeeping)

* **20 Dec:**
  + Create *feedback* system
  + Finish *soundtrack* + *sound effects*
  + Some basic particles
  + Already create some *logo* and general marketing.
* **21 Dec:**
  + Create movable blocks for inside the levels (trampoline, pillow, etcetera)
  + Christmas City: create fully (map, buildings, central square, ways to get up and down)
  + Have a proper *menu* (with good order and pretty visuals) ready to go, in case the rest doesn’t work out.
* **22 Dec:**
  + Cuddly Clouds: create fully
* **23 Dec:**
  + North Pole/Easter Island
* **24 Dec:**
  + Fix all tiny issues, make sure it all works great, get screenshots going and a final page.
  + Publish it and submit to the jam.

## Feedback

* When grabbing/losing a powerup
* When *using* a powerup
* When delivering an egg ( + how many points you get)
* When an egg breaks (or is otherwise lost)
* When you’re getting close to winning
* When a new player is added in the main menu (“new player!” or “player logged in!” or just “welcome!”)

## Sound Effects

* When egg breaks
* When egg is delivered
* When egg is shot/appears
* When egg bounces. (On sombrero = loud and noticeable, on other things = more of a soft thud in the background.)
* Players walking
* Player log in / level start / pause menu / general menu usage
* When you grab a powerup => when you *use* it (or lose it)
  + Might need specific sounds per thing. (For example: jumping needs different fx than dashing.)

## Soundtrack

* Main Menu = main melody (with fiddle)
  + Also make this come back (albeit changed) in all other themes!
* Training **(new)** = a melody that sounds like a training camp or “staying alive” thing
* Forest = the plucked guitar
* Desert = the mariachi thing
* North Pole (**new**) = more with (atmosphere) piano, Christmas bells, cracking fireplace
* Christmas City (**new**) = general sounds of a bustling city
* Easter Island = ??
* Cuddly Clouds (**new**) = something more “spiritual” and like those weird chants

## Fixes

* Modify the egg UVs a bit so the *center pattern* isn’t squashed and stretched this much?
* When a powerup is rotating on the map, it’s *really* hard to see which one it actually is. How to solve? Also show icon on ground? Tilt its rotation to look right at the camera?
* Ice Movement => slower rotation? More slipping?
* Bouncy => it doesn’t seem to work … in fact it seems to do the opposite but WHY?
* Create a simple player character (with a huge moustache).
* Try moving the second player with the *right joystick* on controller. (Would require adding an extra entry to the input map with some made-up number that will never be reached in real-life.)
* The eggs, somehow, stopped rotating with the shot vector in *egg cannons*?
* Some egg-shaped rocks or statues throughout?

## Polish

* Forest: create more trees + polish + … grass?
* Desert: not too sure about the colors and the fact that bumps are so high and sudden. (Although it does work well with the theme *and* that you have to deliver eggs up high)
* Need testing:
  + The stuff that changes global properties (points, gravity, etc.)
  + The bomb => also add explosion effect
  + Levitate

## Ideas

**IDEA:** Some baskets accept anything. Others only accept specific eggs (show with icons on their side).

**IDEA:** Some powerup that makes eggs stick to you, so you’re literally carrying them. Or this might a “player role” => you can collect eggs and keep them safe.

* Someone else must come and bump them off you?
* Or your button is permanently used for shooting them away?

# 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
* X Levitate = you and everyone nearby levitates ( = reverse gravity)
* X Frisbee = you can *throw* your sombrero (and it will come back to you like a boomerang?)

## General

* X Earthquake = Your sombrero is slanted sideways
* X 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
* X One or two eggs that do *nothing special*, just to keep it simple.
* X An egg that is always worth 2 points/0 points
* X One that’s worth as many points as *the number of players it has touched* => needs functionality
* X One that explodes when it breaks, blowing away all eggs and players nearby?

## Global

* X Lower/Higher gravity
* X Faster/slower moving eggs
* X Eggs are worth double their points/half their points
* X Eggs are bigger/smaller from now on

## Future

* Smaller sombrero => need to create a *separate* smaller version of the collision shapes and a system to swap them out
* One that *converts* itself into a pillow when it lands? => first need pillows and general “environment obstacles” for that

## Discarded Ideas

* An egg that grows *smaller/bigger* over time => can’t really do that with physics, especially when it’s so important and constantly interacting. Also don’t see the point, as there’s no fixed “end” to an egg’s life. (Unlike the growing balls in Totems of Tag, which stop once they run out of speed.)

# Arenas

## Magical Forest

**Look?** Relatively flat grassland, (dark) green and brownish colors. Lots of trees and grass.

**Edges?** Tall trees, going higher and higher.

**Special rule?** None, it’s the first arena.

**Delivering?** Egg baskets.

## Dancing Desert

**Look?** Yellowy, green cacti scattered, some sandy hills

**Edges?**

**Special rule?** None.

**Delivering?** Birds fly overhead; these accept your eggs if they come near enough.

## Christmas City

**Look?** Variety of colors. Buildings, market stalls, etcetera scattered around roads. Nighttime, Christmas lights, big Christmas tree in center of town square?

**Edges?** Buildings.

**Special rule?**

**Delivering?** Egg baskets.

## North Pole

**Look?** White, lightblue, snow and ice everywhere.

**Edges?** The factories/buildings from Santa Claus?

**Special rule?** All movement is slidy-slidy :p

**Delivering?** Multiple sleighs are on stand-by. When filled once (or X times), they fly off, and a new one will arrive somewhere else (from the sky).

## Easter Island

**Look?** An island (some grass, some beach, some rocky stuff => water around it) And, of course, those big Easter heads.

**Edges?** Around the water.

**Special rule?** Anything that lands in the water is dragged with the current. (Though, how does it ever get *up* again?)

Perhaps better: anything that ends in the water, is shot back into the level via the “big easter head” after several seconds.

**Delivering?** The Easter heads open their mouth => get an egg in there.

## Cuddly Clouds

**Look?** You’re in the clouds. Around you, there are these *huge* storks holding a towel in their beak.

**Edges?** The storks block it in quite well. Otherwise, there are way more clouds around you?

**Special rule?**

**Delivering?** Get the egg in a towel a stork is holding.

## Misc

**Delivery idea =** hoops in the air (like Quidditch), or holes in the ground?

Maybe if it enters a *hole*, it simply comes back somewhere else? (It’s not delivered, but it’s also not broken.)

# 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.