# [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.)

# To Do

## Essentials

* Actually instantiate players from GInput. (Randomly, or at specified spawn points?)
* Create many different sombrero patterns => assign randomly to players at login
* Add *ceiling* to levels
* Add circle underneath egg (to see where it lands) => maybe a cross, maybe show *distance* with size?
  + Shoot raycast down, place thing there, match normal of whatever it hit
* Indicator when an egg is off-screen

## Eggs

* Implement the complex ones (with sombrero antics)
* Add tutorials and patterns for all of them

## Menu

* Create a basic arena
* Show instructions for logging in new players
* Once logged in, a player instantiates, and your movement input appears above your head
* Each possible arena is a *location* you can visit.
* When all players are at a location, it loads.

## Fixes

* Proper “delivery counter”. (Also time?)
* Proper background for egg tutorials
* Fade away powerups after a while
* Add outline around eggs. (Perhaps color it similarly as well.)
* *Show* the area of influence of those powerups (attract, repel, freeze)

## Egg Cannons

* Slowly aim in different directions.
* Use a random force when shooting.
* Create an actual *3D model* for it, plus a very fancy animation (windup and execute).

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

**IDEA:** In the desert, it might also be the *birds* dropping eggs?

# 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
* Levitate = you and everyone nearby levitates
* 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
* One or two eggs that do *nothing special*, just to keep it simple.
* An egg that is always worth 2 points.
* One that’s worth as many points as *the number of players it has touched*.
* An egg that grows *smaller/bigger* over time.

## 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

# 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.

# 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.