# [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

## Planning (for timekeeping)

* **18 Dec:**
  + Try improvements to core gameplay
  + Implement last egg types (completely)
  + Finish in-game UI
  + Add settings, pause-menu, and game over. (Coherent style, with the colored stripes, and decorate with some eggs and sombreros to the side.)
  + Build *menu* to already reserve good space for all arenas
* **19 Dec:**
  + Create movable blocks for inside the level (trampoline, pillow, etcetera)
  + Forest: create more trees + polish + … grass?
  + Desert: create fully (map, cacti, birds flying overhead, deliver eggs to birds)
* **20 Dec:**
  + Create *feedback* system
  + Finish *soundtrack* + *sound effects*
  + Some basic particles, especially those in “fixes”
  + Already create some *logo* and general marketing.
* **21 Dec:**
  + Christmas City: create fully (map, buildings, central square, ways to get up and down)
* **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.

## Eggs

* Implement the last ones

## Gameplay

* Increase sombrero bump.
* Angle the sombrero with your movement?
* Force field on egg receivers
* (Be smart about arena design and clog the corners.)

## Fixes

* Move UI to top left and top right.
* Proper “delivery counter”. (Also time?)
* Modify the egg UVs a bit so the *center pattern* isn’t squashed and stretched this much?
* *Show* the area of influence of those powerups (attract, repel, freeze)
* Ice Movement => slower rotation? More slipping?
* Bouncy => it doesn’t seem to work … in fact it seems to do the opposite but WHY?
* The dashing-removal bug
* 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.)
* **Egg cannons:** create fancy animation (windup + big shot)
* **In solo mode**, make the probability of having 2 eggs (num players + 1) a bit lower, as it’s way too hard otherwise.
* Some egg-shaped rocks or statues throughout?

**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
* 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.
* **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.**
* **(Smaller sombrero … would have to create a *separate* smaller version of the collision shapes and swap them out*.*)**
* **(One that *converts* itself into a pillow when it lands?)**
* **(One that explodes when it breaks, blowing away all eggs and players nearby?)**

## 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
* **(All eggs are bigger/smaller**)

# 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.