# Pandaqi (Game Studio) Web Design

List of requirements/ideas/inspiration

**TO-DOS**

**Usability;**

* Provide contact information more easily on all pages. Especially email address on Contact page itself.
* Think about customers. What do they want? What do they want to see? Two types:
  + “Someone looking to play games”
  + “Someone looking to hire/support me/publish one of my games”

**Email-Newsletter;**

* Make PHPlist stuff look better. (Confirmation email, subscribe pages.)

**Quests;**

* More site-specific quests, like collecting easter eggs, solving a code, hiding a password, etc.

**THE GAME:**

The website is a normal website … but also a game at the same time!

* When a new user enters, it receives a random objective/goal/quest.
* If it’s an existing user, their quest is saved in local storage (??) and is loaded from memory.

Objectives must be as simple as possible, so everyone understands what’s happening.

They must NOT look like ads or pop-ups.

*Where do objectives appear?* Either fixed to the bottom or fixed to the top of the screen.

*How does an objective display?*

* A logo/icon
* A one-liner (the actual objective)
* An array of buttons below it:
  + I DID IT!
  + Please disappear.
  + What is this?

By pressing “I DID IT!”, you get a reward ( WHAT?? ) and receive a new random quest.

By pressing “please disappear”, the quest disappears and the system remembers (for X amount of time) that you don’t want to join the game.

By pressing “what is this?”, you get a small explanation that explains the quest system/gamifying of the website.

*What are the objectives?*

* Website-related => visit page X, find all the ten pandas on the website, watch devlog Y
* General self-improvement stuff => give someone a hug, go outside, exercise for thirty minutes today, etc.
* Weird/funny stuff => ??

**Inspiring websites:**

* <http://rleonardi.com> => scrollable, good looking portfolio
* [http://jayvanhutten.com](http://javyvanhutten.com) => solid, simple
* <http://habitica.com> => pixel art, gamified self-improvement web app
* <http://hugo.fyi> => starts with beautiful video, after 5-10 seconds slowly the rest of the website appears
* <http://www.michaellevall.com/> => just big images, simple, but looks great and really hooks you
* <https://www.pierre-stempin.com/> => abstract, animated background

**Requirements:**

* Home page should immediately show that this is an (indie) game dev portfolio
* And immediately make clear that I specialize in *local multiplayer* games
* Large images of games with some title/text over it.
* The “header” image should be largest, most important/current game, and should be animated.
* It should not be intimidating or anything => it should be inviting for gamers and non-gamers alike.
  + Add some message like “Welcome to the wonderous world of games (for everyone?). Take a look around, and maybe you’ll find your next adventure.”
* *Every page* should have a quick link to all my platforms AND a quick link to download/try the game.

**Pages:**

* Home page
* About me/contact
* Subscribe to mailing list for updates
* Games list

**Each game:**

* Receives their own complete page (which is a separate file) => this allows me to customize the games to fit their own style/gameplay/atmosphere completely
* To make this easier, the system should expose functions that do default stuff. (Create headers, PHP variable that holds all information from game, etc.)
* Each page should at least:
  + Contain a large header image + title + tagline of game
  + Contain download buttons and buttons for each platform where game is updated/gets news updates
  + Contain a list of DEVLOG/UPDATE entries. (Is this a list I curate myself? Will there be blog-like functionality on the website? Or is it handled automatically?)
  + Contain more explanation of the game, including images, gifs, gameplay, reviews, whatever.

**Style**:

* Everything should be cartoony/wonky/loose => rounded corners, angled edges, not perfectly straight buttons and fonts
* I ponder between two styles:
  + **Hand-drawn:** lots of little details and small sketches/drawings all over the place
  + **Pixel-art**: everything is cute pixel art

**Lessons from Overcooked page:**

* Start with a single sentence that explains the important stuff: genre (“co-op”), what you do (“cooking”), player count (“1-4 players”)
* Overcooked uses many food puns (“there isn’t mushroom for error” and “the steaks are high”).
* They also use many “embellished” or “emotive language” => tasty orders, baying customers, storm out
* One paragraph for the “story” (campaign mode, levels, epic journey, blabla)
* One bit for short description + story/”why do you even do this” + more detail on gameplay
* Two paragraphs explaining “many different ways to play” => to convince single players but also group players, to convince hardcore gamers looking for a challenge and casual gamers
* One paragraph explaining “simple controls/deep gameplay” => feels a bit standard at this point, but still highly necessary; can I make this more special for my page?
* They end with a “challenge” – if you think you can handle the task, <buy this game and play it>!

INTERESTING READ: <https://pollywog.games/everything-id-change-about-overcooked/>

He makes three points:

* Too little difficulty scaling for player counts (not much compensatory help/score/bonus for weird player counts)
* Why use a never-ending stream of orders? Isn’t it more interesting to make it finite?
* Excessive difficulty: levels are just obstacles *for the sake of obstacles*, instead of learning a new mechanic every time or getting new challenges.

MARKETING IDEA: Contact the writer, tell him I found his article interesting, ask him if he wants to check out my game and give some feedback?

OVERCOOKED REVIEW (see what people like about the game and the way it’s presented): https://www.eurogamer.net/articles/2016-08-08-overcooked-review

# Old version => itch.io until v0.3

# Couch co-op fun for 1-4 players

You just need to deliver some packages. Simple, right? You grab the package at one location, walk towards your destination, drop the package, and voila!

Except … things aren’t as easy as they seem. Maybe the destination is on an island and you need to jump over a gap, maybe the destination is unreachable and you need to shoot your packages, maybe there’s a vehicle you can only steer with 2 players simultaneously, maybe you need to ask your friend to catapult you to your destination!

Work together to deliver the right packages at the right locations, while each level introduces new interesting mechanics and tests your (cooperation) skills!

This game is **beginner friendly** (or "family friendly"). Anyone, even those who have never picked up a controller, can boot the game and play it immediately. For example, the first few worlds only use a single button, and any new mechanic is explained with quick and clear videos before the level starts.

This is a mix between a **3D** **platformer**, **action**, and **puzzle** game. With lots of cooperative elements, of course. (And you might just learn a thing or two about package delivery. Like: throwing the package in a river with a strong current is a completely viable way to deliver fragile objects.)

# Early Access

Thank you for checking out my game!

This game is in early access. There's a **free demo** available, which currently only contains the first five levels.

**IMPORTANT:** If you play single player, you get two characters and need to switch between them. In the current version, the button to do so isn't explained yet. It's the **"S"** key for keyboard, or the **right shoulder button** for controllers.

If you have any bug reports or feature requests, let me know! If there's one thing I learned over the years, it's that the saying "playtest early, playtest often" is as true as can be.

The usual warnings are in order:

* Nothing (art, mechanics, etc.) is final
* The game will regularly update with the latest levels/improvements. As the game expands, the price is raised. Buying the game now of course means you'll get all future updates! (But it also means there might be bugs or mechanics that just don't exist yet.)
* Complete priority is given to level design and the underlying core mechanics. Stuff like sound effects or proper menus around the levels, will be non-existent or ugly for the time being.

# Features

The game currently has:

* Support for 1-4 players
  + Any controller and keyboard is supported. (At most 2 players on the keyboard, of course.)
  + If you can, it is highly recommended to play the game on a controller though
* Support for Windows, Mac and Linux.
* Five levels which are completely playable and bug-free. (Well, as far as I know.)

The game will have:

* At least 20-30 levels, spread across different worlds with different themes/architecture/rules.
* A new mechanic/gimmick/special element introduced in each level.
* An interesting and funny background story running through the levels (which also influences the level design at times)
* Hopefully, lots of cooperative fun!

# Who is making this game?

Hi, I'm Pandaqi. I've been developing games as a hobby for ten years, but recently turned professional. I co-wrote one of the first books about the Godot game engine and work as a freelance artist in the Netherlands. After lots of tiny hobby projects, and then some paid projects, I'm now ready to make my first full title!

I chose **Itch.io** for multiple reasons.

* I already have a few projects on here.
* I don't currently have the money or desire to battle myself onto Steam. Even though Steam still has the lion share of games and gamers, it's not the place it used to be. Which leads me to my next point ...
* My interactions/experiences on this website have always been good. People are nice, they want to try out your games - even the ones you think are too weird/small/whatever - and they give constructive feedback. It's the ideal place to allow a game like this to grow and thrive, and hopefully become a very good finished product one day.

# Why am I making this game?

I mostly play games for the social experience. And for some reason, not many games are being developed for more than a single player sitting on the couch. Sure, there's many online multiplayer games, but local co-op will always have my preference. It's just a stronger experience, as you're physically close to each other and can actually communicate by speaking, gestures, pointing, whatever.

That's my mission: revive the local multiplayer genre and get everyone playing games together! Invite your friends, your family, your partner, your neighbour, your neighbour's dog, anyone -- and connect by playing fun, cooperative games together.

**OVERCOOKED**

**Short Description:**

Overcooked is a co-op cooking game for 1-4 players. Working as a team, you and your fellow chefs must prepare, cook and serve up a variety of tasty orders before the baying customers storm out.   
  
Take part in an epic journey across the Onion Kingdom and tackle an increasingly challenging and bizarre gauntlet of kitchens which will push your skills of co-operation and co-ordination to the very limits.

**Steam Page (Long Description):**

Overcooked is a chaotic couch co-op cooking game for one to four players. Working as a team, you and your fellow chefs must prepare, cook and serve up a variety of tasty orders before the baying customers storm out in a huff. Sharpen your knives and dust off your chef’s whites, there isn’t mushroom for error and the steaks are high in these crazy kitchens!   
  
The Onion Kingdom is in danger and only the finest cooking can save it! In Overcooked players must journey through a variety of cruel and unusual kitchens on their quest to become master chefs capable of conquering an ancient edible evil which plagues the land.  
  
Play solo or engage in classic, chaotic couch co-op for up to four players in both co-operative and competitive challenge modes. You’ll have to cook a range of different dishes and work together in order to become the most effective and ultimate team!   
  
**A CULINARY QUEST**  
  
The Onion Kingdom is a rich world full of cruel and unusual kitchens for you to conquer. Take part in an epic journey and tackle an increasingly challenging and bizarre gauntlet of kitchens which will push your skills of co-operation and co-ordination to the very limits. Each level brings a new challenge for you and your team to overcome, whether it's sliding around on a pirate ship, moving between speeding trucks, cooking on an ice floe or serving food in the bowels of a fiery underworld, each level will test the mettle of even the bravest chefs.   
  
**SIMPLE CONTROLS/DEEP CHALLENGE**   
  
Overcooked is so easy to pick up that anyone can join in the fun, but finding a team who can communicate and co-ordinate their actions when the pizza hits the fan, that's when only a well-oiled team of super-chefs will come out on top!   
  
**DIFFERENT WAYS TO PLAY**  
  
Whether indulging in deep fried local co-op or sautéed single player, as you play through the game you'll unlock new levels, new chef characters and even competitive challenge levels which allow teams of two to engage in hard boiled head-to-head in the kitchen.   
  
However you want to play, if you think you can stand the heat, then get ready to enter the kitchen!

**TOOLS UP**

**Short Description:**

Gather up to 4 players for this fun couch co-op experience for people of all skills! Renovate the apartments in the mysterious skyscraper while the tenants are away. Be sure to follow their wishes left behind on the blueprints. Tear off wallpapers, bring down walls, bust down doors, and cover the floor with vibrant carpets and panels - just be sure to do it in time and clean up after yourself!

**Long Description (Steam Page)**:

## **(GIF)**

## **Renovate like there’s no tomorrow!**

Gather your friends in this intensely fun local couch co-op game about home renovation and work your way to the top of a skyscraper in need of some work.  
  
The owners of various apartments have left their homes in your hands. All they’ve given you is a blueprint of how their place should look. Cooperate with your friends to complete the task or make a mess trying!   
  
Tools Up! is a local multiplayer game for up to four players. Work together against the clock and host a wild renovation party!

## **(GIF)**

## **Features:**

* Work hard - paint walls, lay tiles and throw everything you need to other rooms.
* Play better together - join up to three players to move couches against the clock.
* Expect the unexpected - environmental elements spice up things. Have you ever renovated a building surrounded by lava?
* Lead the team - whoever holds the blueprint is in charge of the camera angle.
* Join in the fun - simple controls and a low entry level make Tools Up! a perfect party game for everyone.

## **(GIF)**

## **Be Tools Up Co.**

Join Tools Up Co.—a crew of renovators eager to get their job done—in its mission to renovate lots of unique apartments. Be the home improvement pro you always wanted to be. Be Tools Up Co.

## **Better together**

Throw things to people in other rooms or... throw people to other rooms! There are no bad ideas when you’re racing against the clock. Dive in the pool, slide on ice, and avoid lava streams. Oh, yeah–lava streams. It's so easy you won't be able to mess it up! Right?

## **Teamwork is key**

Race against the clock as you renovate the apartments, chase delivery men and earn a star (or maybe even stars?) for each level! Complete tasks to unlock more challenging missions. Hint: teamwork is the key.

## **Work hard, play hard**

Tools Up! will show you that simple controls and a Party Mode will party up every party! Unlock levels in the campaign mode and master them in Party Mode. So grab your controllers and remember the first rule of Tools Up!—work hard and play hard!