# Carving pumpkins

## General

The idea of “slice a shape into any other shape” was not applicable in my rolling game.

But it still works and it has potential, so let’s make a different game out of it. The most logical conclusion: a fighting game where you *literally* slice your opponents.

**Titles:** Carving Pumpkins and Dwarfing Dumplings

## Main mechanic

When slashing/attacking, you *literally (realistically)* *slice their shape*. They become the “biggest shape”, the other one is simply lost. Once the biggest shape is below a threshold, a player is considered completely dead.

## Objective

* Deathmatch => slice your opponents until they’re all gone
* Collector => you can *collect* the slices of opponents; the first one to get X of them wins.
* Bullseye => targets appear across the map; hit one with your knife to get it, the first to get X wins
* Dumplings => players can eat dumplings, which will *grow* you, and then *appear inside of you*. When slicing a player, the dumpling will follow to the shape it overlapped with (the most). This can then be eaten by others?

## Input

Arrow keys / Joystick = Move

Button = Slash

* Quick-press it to slice straight ahead. (The normal across your looking direction, with a small maximum range.)
* Long-press it to throw your knife.
  + This shoots a narrow rectangle, which functions as a bullet, and will keep flying until it reaches a non-player object.
  + There it gets stuck. Touch it to retrieve it again.

I could add the “Totems of Tag” rule where *rotating adds curve*. But then the games look too much alike. (And doing so *loses* the ability to move around and re-aim.)

Instead, let’s keep it this way. Just add an item to the arenas like “curver”, which adds curve to any knife flying through it.

## Powerups

* Grow / Shrink
* Longer range / Shorter range
* Faster move / slower move
* More knives
* Boomerang knives (?)
* Vacuum cleaner => whenever you walk over a piece from yourself, you eat it to grow again
* Magnet => you *attract* slices to yourself

**IDEA:** Powerups are shown as “packages”. You need to *slice them open* to see what’s inside.

## Arenas

**IDEA:** Something that *deflects* knives.

**IDEA:** Parts of the arena/map/environment are *also* slicable!

# TO Do

**Take some devlog images, early on.**

**Throwing:**

* Small delay before activating area, otherwise we grab it before it can be thrown!
* Damping on knives
* **Better knife placement**
  + Simply … keep the knife wherever it was when you caught it!
  + And then invent a way to show *which* knife is the first one. (Number them. Color code it. Then also show the order somewhere?)

**Powerups:**

* Create manager
* Create scene + spritesheet + place randomly
* Detect when moving over them
* Change the thing in the player

**Game loop:**

* Show game over screen + allow restart and stuff
* *Where to show that players are dead?* *Or do we simply convert their last shape to a ghost stuck somewhere?*
* Implement other game modes => think about how they’d work + a general structure

**Arena:**

* Create a basic arena: background, obstacles, look