# 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

Multiple game modes

* **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, if you hit a dumpling, you get it. (You grow, they shrink.)
* **Dwarfing Dumpling =>** each player/team gets their own *huge* dumpling. Players themselves cannot be hit (and are rather small), but if your *dumpling* is completely sliced, you lose.
* **Ropes =>** each player has a few objects attached to them with ropes. If another player slices through a rope, it comes loose, and you lose that “life”.
* **Capture the Flag** => one player from each team has a *flag* inside of them. However, this is hidden information. (The player who has the flag cannot throw knives, that’s how they know.) If you slice through that player, you capture the flag. The first to X captures wins.
  + This would require *teams*. I see no way to adapt it to single player or individual players.

Multiple player configurations (1-6 players max): Team-based, AI-bots

## 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

Powerups are shown as “packages”. You need to *slice them open* to see what’s inside. (You can also grab them the normal way, but then you don’t know what you get.)

As always, they are grouped by *category*, where each category follows the exact same color scheme.

### Shape

* **Grow**
* **Shrink**
* **Morph** => reset to a *different* shape (from predefined list)
* **Ghost (temporary)** => you are temporarily unslicable
* **Hungry (temporary)** => walking over pieces makes you *eat* them (to grow yourself)

### Knife/Slashing

* Longer range
* Shorter range
* Extra knife
* Lose knife
* Boomerang knives
* Curved
* Faster throw speed
* Slower throw speed

### Moving

* Faster move
* Slower move
* Reversed controls (temporary)
* Ice (temporary)

### Collecting

* Magnet (temporary) => you *attract* stuff to yourself
* Duplicator (temporary) => any dumplings you eat/parts you collect are *duplicated*
* Clueless (temporary) => you can’t collect anything

### Misc

* **Switch teams!** (Randomly. Can’t really show all colors on such a thing.)
* **Vampire** =>
  + The game has light/dark. Vampires can’t enter the light?
  + A vampire can only slice you from *close range*, but does *more damage* if so. (As they “drink your blood”.)

**Repeater =>** Throw *all* your knifes at the same time.

## Arenas

* Spooky Forest
  + Some trees deflect, others get your knife stuck.
  + Some trees can be *cut down* by throwing a knife (with considerable force?)
  + It has a layer “above” the players, so you’re actually walking underneath branches.
  + One tree in the center grows knives around it. After a while, it “explodes” and shoots those knives away.
* Graveyard
  + Tombstones to hide behind (which might move)
  + A light that constantly moves
* Dark Jungle
  + A big *wall of vines/grass/shrubs* between players that separates them => they need to slice their way through
  + These constantly regrow as well.
* Cheese Factory
* Haunted House
* Family Dinner
* Unfortunate Blackouts
  + Divided into rooms
  + Once in a while, the light in a room goes completely off. (You can also trigger this by throwing your knife against it?)

## Collision Layers

1. All
2. Players
3. Terrain
4. Powerups
5. Ghosts => used for dead players to interact in *some way* with the environment.

## Groups

* Players => actual, controlled player entities (includes bots)
* Parts => loose player parts; still have a rigid body and value, but can’t be controlled
* Deflectable => knifes get deflected by them
* Stuckable => knifes get stuck in them
* Sliceable => knifes slice through these
* Unpullable => can’t be moved by e.g. a magnet pulling on it

# TO Do

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

**Better Bot physics checking:**

* Bots:
  + Create a generail fail-safe against flipflopping. (Check vector over X subsequent frames. If the average “dot product” between them is too low, we’re flip-flopping, so go to the “unstuck”-phase again.)
  + Give personality.
  + If no knives, *and* no knives for grabs, flee from others?
  + Add the niceties.
* If I switch to new control scheme, I obviously need to update much of this code.
  + Or we keep bots on the old one, as it doesn’t really matter to players?
  + (Although I’d have to allow full aiming to bots then, not slowed down.)

**Auto throwing/Alternate control scheme:**

* Use quick-slash when something is near
* Add some “easing” to the rotation.

**Sound effects**

* Knife
  + Slice
  + Throw/Move through air
  + Deflect
  + Get stuck
  + (Grab?)
* Players
  + Move
  + Wind up throw
  + Die
* Powerups
  + Collect
  + Wear off
* Collectible
  + Collect
* General
  + Menu (go to next screen/load screen/add player)
  + Game over/Game start

And, of course, the soundtrack as a whole.

**Particles/Animations**

* Explosion particles on slice
* Trail particles knifes
* “Grab powerup” particles
* “Eat slice” particles/effect
* Bounce on powerup appear. Bounce on reveal. Bounce on grab.
  + When possible, permanently show the effects of a powerup

**Game Modes:**

* “Bullseye”: how to get back your knives, if you can’t get close to it?
* “Frightening Feast”:
  + Spawn dumplings. (Spawn multiple types, some worth more points, some poisonous??)
  + When touched, grow (considerably), position dumpling randomly inside.
  + When sliced, check if line intersects dumpling circle. (Should be easy algorithm for that.)
  + If so, give dumpling to attacker.
  + *Question:* do you lose the dumplings that came loose as well? Can you eat them again?
* “Dwarfing Dumplings”:
  + Spawn one huge dumpling per team. (Predefined locations per arena?)
  + Make it sliceable. After each slice, keep the biggest part, and recalculate its size.
  + If below threshold, all players in team die.
  + (Players themselves are super small.)
  + (Players need some way to actually *protect* the dumpling. Maybe a knife automatically dies if it hits a player? This is where the “dumpling catches knife” system comes in?)
* “Ropeless Race”:
  + Figure out how to attach ropes to players.
  + At start, attach ropes, then attach something valuable at the other end.
  + When body is sliced from group “Ropes” => reconnect resulting bodies to the old PinJoints, remove this item from player. (Use collector for that.)

**Nice features:**

* **IDEA:** Other things to throw? (Like the dumplings?)
  + That might also simply *deflect/protect against* knives, instead of slicing things themselves.
  + **EVEN BETTER:** Those other trowables are *also* positioned around you, as knives are. This means they can be a **shield** for incoming stuff.
* **IDEA:** Different *ground terrains*. As long as you’re on that terrain, you are influenced by its special effect (whatever it is).
* **IDEA:** Make another powerup for “auto-unwrapping” powerups? (Or just keep it as an optional setting.)
* Add thicker outlines to players? (Use a *shader* for that, as any other algorithm is most likely to be bad, complex, and annoying.)
* AI bots => controller button for *removing* them??
  + Create Human/Bot version for all player colors, pick correct one.
* Mobile version as well?
* All extra rules are untested …