# Sumo Slam (Improved)

**Better names:**

* Bellyboinkers <= obviously the strongest

**What’s the idea?** Well, my *super sumo slam game*, but now better.

These are the changes I seek to make:

* It’s 3D
* It can support higher player counts. (Plus bots, which the original also had, but better this time.)
* It can support teams
* Way more arenas and variety

**Input?** Move with your joystick. If you can do something special (like *jump*), it shows that on you, including the button to push.

**Objective?** Bump all other players off the map.

**What can we do with this?**

* Non-circular maps, or with multiple levels are a possibility. (Could also be *traps* or other stuff that kills you … but I want to **keep it small** and stay **true to the one objective.**)
* Actions like *jumping*, *teleporting*, *dashing*, becoming static or extra bouncy.
* Of course all sorts of obstacles => stones, trampolines, bouncy stuff, stuff you stick to, conveyor belts

**IDEA:** Integrate the *players* (and their actions) with the *environment* as one thing.

**The players *are* part of the environment, just animated/controllable.** You want to maintain control over the environment/arena/place/whatever, so you try to push all away.

**Really make it (only) about pushing stuff off the map (or not)**. You obviously want to push off other players. But there are also objects that you’d want to push off, or objects that give a *penalty* when pushed off!

**IDEA:** Generate a random “title” or “nickname” for players at the start: “The Destroyer”, “Big Baby”, “Petty Pusher”, “Boss 125”, etcetera

Then, at game start, this title is displayed *above* the players. Allowing them to more easily identify themselves, instead of having to remember a color/team pattern. (And it can show at the end, of course, when the results are displayed.)

**Tutorial:**

* Show controls above head.
* Make the first map a “training map” and the area around it a big red flag: literally red, skulls everywhere, perhaps “bad” particles emitting from it. (To be certain: point an arrow at it with a tutorial picture that basically says “touch this? Dead”)