[Title] (wombo combo doesn't work as good anymore)

A competitive arena fighter where you have no choice but to count on your teammates!

Narrative

Far in the future, all necessary services have been taken over by robots, and planetary travel has become a custom. With such a convenient society, the humans and aliens have lost track of what they want from life and what their purpose is. As depression spread into the vast galaxy, a sole entrepreneur finds a solution – a way for people to regain their lost motivation and energy. Within each and everyone of us is an mystery yet to be solved. Even those who spends millions of hours together won't understand the depth of another creature perfectly, but they sure can strive to. This entrepreneur had an idea to create a sport, a battle within an arena where the understanding of your fellow teammates were the only way to achieve victory.

Fight together with your best alien and human friends in an arena in a battle to prove to the world your understanding of each other and get to know eachother better than ever before.

Gameplay

(Flowchart and KEY features)

Gameplay

3v3 Arena Fighter

Top down RTS/moba view

Control a character with unique abilities

Play together with your two teammates to cover up their weaknesses and have them cover your own.

Win by depleting enemy team's *Team Spirit*

Team Spirit

The health of the game

Win by reducing enemies' team spirit to 0

You share team spirit with you teammates

Team spirit is *gained* by:

- Hitting and combining skills

- Sticking together with your teammates

Team spirit is *lost* by:

- Getting direct hits from enemy *smasher*
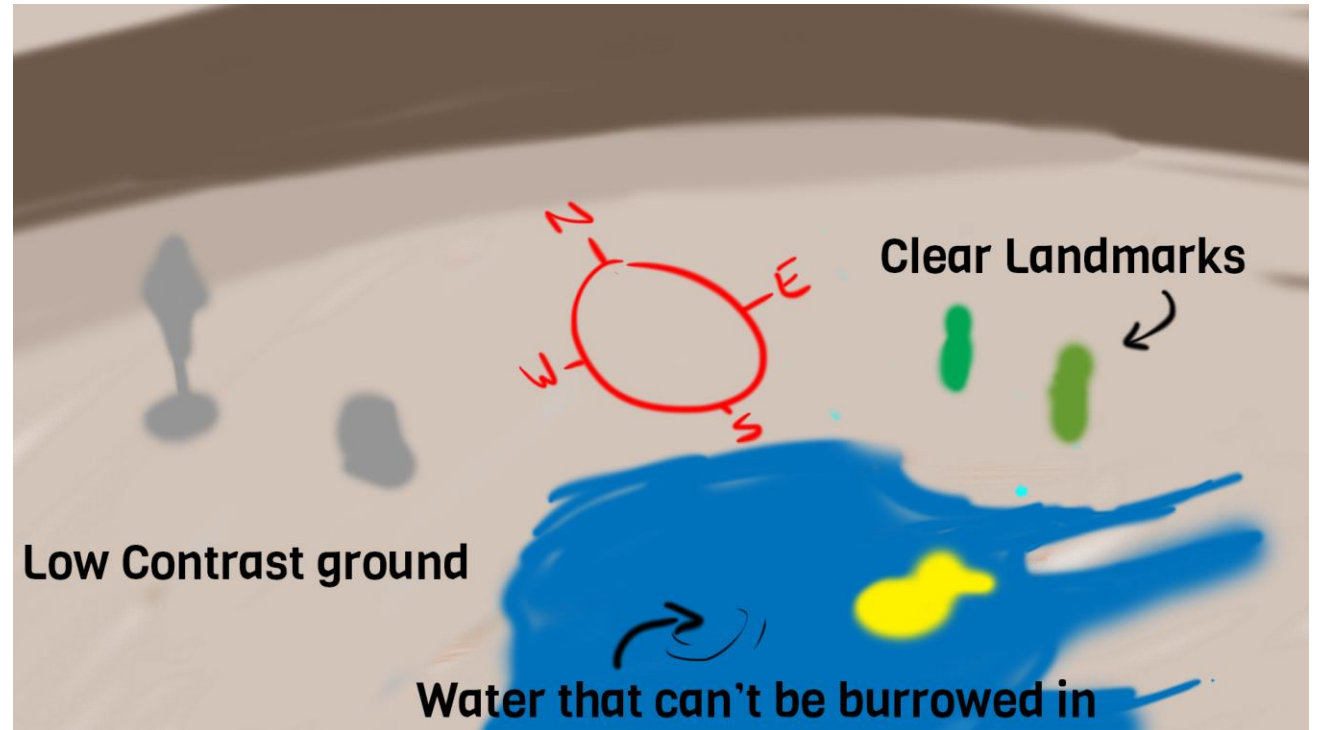
- Being apart from teammates

More Gameplay

All characters are invisible unless pinged by *Settler* or sensed by a burrowed *Blocker*.

Or low field of vision

- Dark
- Lost saturation
- Fog of war
- Less LOD

Or tricky terrain

Or

What can I do?

Walk in different speed depending on how far you push the stick left stick

Rotate your character to aim abilities with right stick

Use **Primary Ability**

Use **Secondary Ability**

Give your teammates a high five

Character 1
- Blocker -

Primary Ability: Digs down to get enemy location through sensing vibrations.

Has an overheating system so he can only stay down for so long before having to come back up to rest.

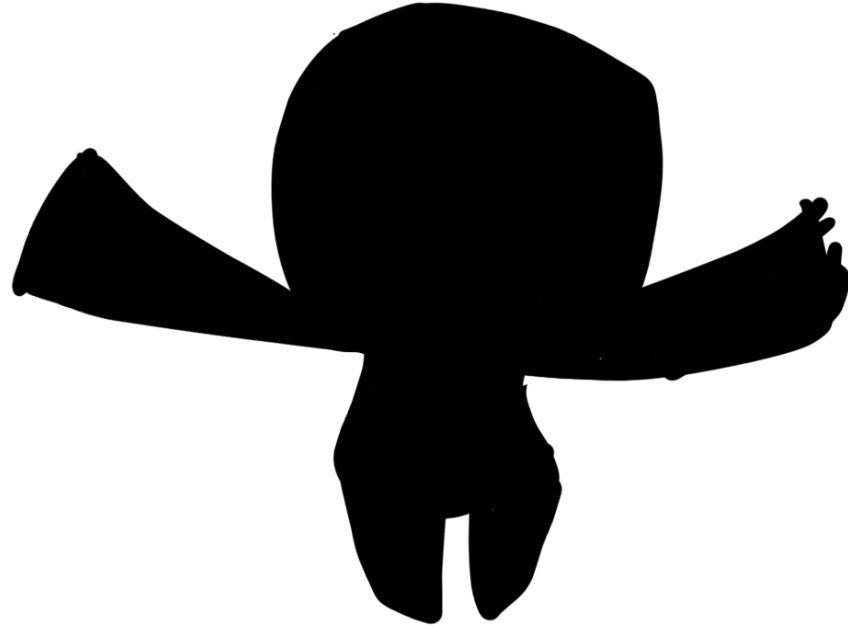**Secondary Ability:** Blocks enemy *smash* by raising a wall of earth.

Character 2
- Settler -

Primary Ability: Pings target location to grant the *Smasher* and *Blocker* vision over that area

Secondary Ability: Has the ability to drag enemies in an area together into one spot.
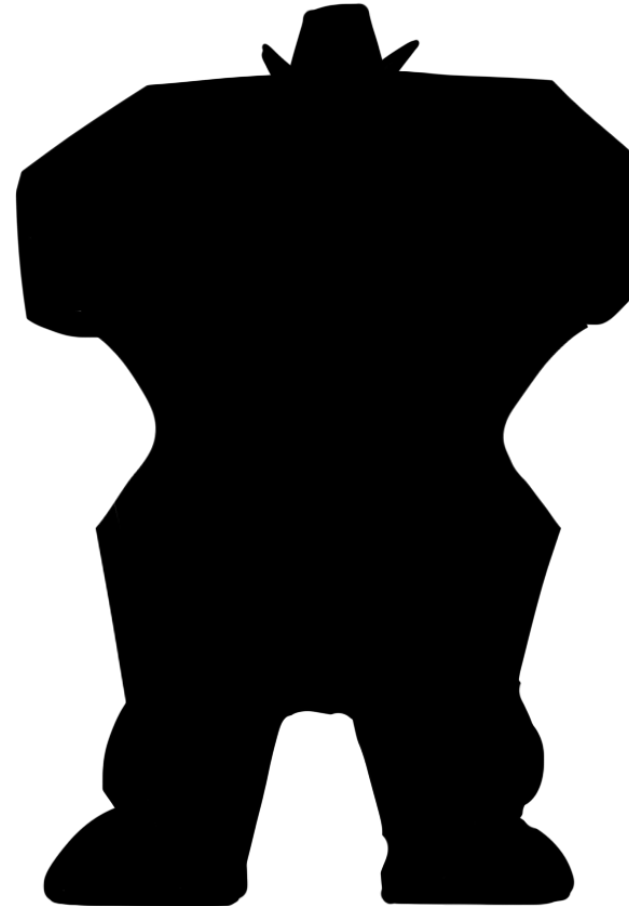
Character 3
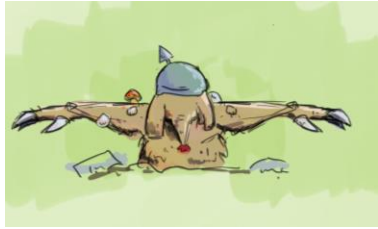# - Smasher -

Gets warned when pinged by enemy settler.

Primary Ability (Smash): Shoots out an energy orb in target direction. By pressing the ability button again a lighting will strike and reduce team spirit based on amount of targets hit.

Or

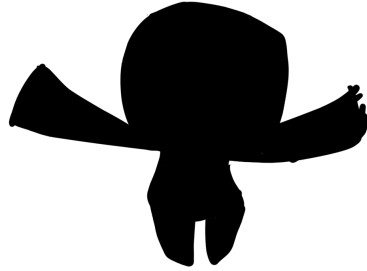Lobs a projectile by holding down ability button to increase distance traveled.
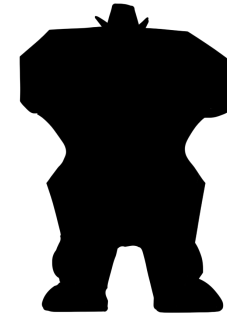
Secondary Ability:

Blocker

1. Can see enemies
2. Can't see pinged enemies
3. Can't tell if the team is pinged
4. Can't see enemy attack

Settler

1. Can't see enemies
2. Can ping enemies
3. Can't tell if the team is pinged
4. Sees enemy attack if close

Smasher

1. Can't see enemies
2. Can see pinged enemies
3. Can tell if the team is pinged
4. Sees enemy attack from afar

Flowcharts

Team that finds enemies first
▼

Blocker burrows to find enemies
    ► Calls their location to *Settler*
       ► Settler pings enemies
          ► *Smasher* sees enemies
            ► *Settler* calls where in that visible
area he's going to pull them to
              ► *Smasher* tries to hit his

Hopefully results in a direct hit.

Team that gets found
▼
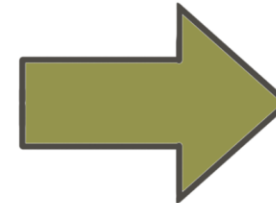
Smasher calls out that they have been spotted
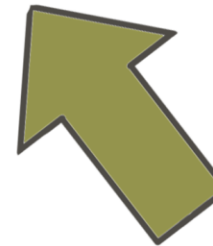   ► *Blocker* getting closer to teammates
       ► *Smasher* calls from where the enemy
       SMASH is coming from
          ► *Settler* makes a guess to ping where
          the enemies are
            ► Blocker puts up shield in that
            direction.

Hopefully results in a block.

Choose team → **Fight and combo** → **Win or lose (earn or lose ranking)** →

UI Navigation

Technicalities

And things I find boring

Audience

People that play mobas with friends but want a better way of expressing their teamwork than the long downtime fights that focus more on individual play rather than teamwork.

People that enjoy sports and the competitive feeling of team vs team.

PROBLEM: Mobas are not normally controller played games. Target audience might not have required hardware.

SOLUTION: Switch to keyboard and mouse for input?

Hardware

PC – Best played with controller????

^that's just a bad idea, right?

Software

Game Engine: Unity or Unreal, whichever is better for networking.

Code: Visual Studio

Art: Substance Painter, Photoshop, 3DS Max, Motionbuilder

Others: Audacity, Vegas Pro (For trailers), OBS Studio (For recording gameplay)

Idea workshop

- blbla

- blbla

- blbla

- blbla