Wombo combo

Vertical Slice Project

Game Design Document and stuff

Deadline for fleshed out idea (Phase 2) – 10th February

Things to include:

* One-liner
* 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.

[insert average target audience here]

* Gameplay
  + Flowchart
  + KEY features that triggers engagement

Tension of being low on team spirit and having to stick together – sense of urgency. From the start?

* Explained game features
  + Pictures are a +
* Navigation
  + UI, Menus
* Game world
* Art style

Low poly style focusing on clarity. Making sure the characters are sticking out from the background very clearly.

* Characters
  + Silhouette????
  + Basic mechanics

Team consists of 1 settler, 1 blocker, and 1 smasher

Settler:

Ability 1: Pulls everyone in an area together

Ability 2: Single target slow, makes them take increased damage

Ability 3: Throws close enemy to target location

Blocker:

Ability 1: Unables an enemy to use abilities

Ability 2: Some way of blocking the smashes

Ability 3: Warps a target ally

Smasher:

Ability 1: Long range arrow dealing significant damage but travels slowly

Ability 2: After a delay, blasts everyone in an area around him

Ability 3: Area of effect damage somehow

Narrative

* Interface
  + Connect to UX
* Hardware
  + Platform
  + Alternatives for disabled folks
* Software
  + Unreal, unity?
  + Apparently 3ds and such things to for modelling

Contents

[Pitches 3](#_Toc535925687)

[All the garbage 3](#_Toc535925688)

[Main Issues 4](#_Toc535925689)

[Narrative 5](#_Toc535925690)

[Different characters/abilities 5](#_Toc535925691)

[Combos 5](#_Toc535925692)

[Characters/Teams 6](#_Toc535925693)

[*Train Character* 6](#_Toc535925694)

[*Magnet boys* 6](#_Toc535925695)

[Paper Prototypes 6](#_Toc535925696)

[1st prototype (Paper Toss) 6](#_Toc535925697)

[2nd prototype 7](#_Toc535925698)

[3rd prototype 7](#_Toc535925699)

[Feedback and notes 8](#_Toc535925700)

# Pitches

Synchronize with your friends and combine spirits to unleash devastating wombo combos onto the enemy team.

A game where the focus is fully on making sure you’re watching your teammates and coordinating with them.

A competitive arena fighter w

“Those of you that have played mobas will know the sweet sensation of the moments where you manage to come together as a team and completely blast your opponents into oblivion. Those of you that have played sports, I’m sure you have experienced when you and your teammates(s) managed to for once properly structure an attack – and the feeling of joy that could be shared with those friends. That is what *Wombo Combo* is. A feeling of bond and accomplishment as you get an arena filled with opportunities to screw the enemies over in fantastic ways by comboing up abilities with your friends.”

# All the garbage

**3v3 arena fighter**

**Sync up to do sick wombo combos**

**Play together is the main focus**

**Abilities that have really cool synergies**

**Top down RTS/moba view**

**Controlling multiple characters?**

**Adding difficulty to each player to refrain from teamwork feeling like something you’d rather do on your own.**

**Win by depleting enemy’s team spirit**

**Increase team spirit by hitting combos and sticking together**

**3 ppl close to eachother – Team spirit increasing**

**2 ppl close to eachother – Team spirit not moving**

**Everyone split – Team spirit decreasing**

**Decrease enemy’s team spirit by getting KOs or separating their team members.**

**Potential incentives to fight:**

* **Objectives**
  + **Control points**
* **Closeness of the fighters**
* **Control and own area, win by**

**As a player I want my skills to synergize with my teammate’s so that I can feel the sweet satisfaction of teamwork happen before my eyes.**

# **Main Issues**

How to award individual work but focus on teamwork?

Does it have to award individual work?

Designing characters that have combos together. It can’t feel like all you’re doing is one button-press in the sense that it would be easier to execute from one person. Ways to avoid that are… making it difficult in itself,

What happens if *one* out of the combo of 3 or 2 dies?

# **Narrative**

Far in the future, all necessary services have been taken over by robots, and planetary travel has become a custom. But 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 people can regain their lost motivation and energy. Because within all of us is an endlessly deep mystery. Even those who spends millions of hours together won’t understand the depth of another creature perfectly, but they sure can strive to. The idea this entrepreneur had in mind was a sport, a battle within an arena where the understanding of your fellow team was 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

# Different characters/abilities

## Combos

**Warp that only works on someone else**

**▼**

**Stun or does damage to everyone around you. Maybe even channel time**

**▼**

**Pull someone back**

**Ping pong:**

**A blink**

**A smack pushes away from you**

**A smack that only hits pushed targets for higher momentum**

**Pull someone in**

**▼**

**Small AoE, high damage – Decent casttime (easy to dodge)**

**Or**

**Pull someone in**

**▼**

**Small AoE stun**

**▼**

**Slow and with channel time snipe ability to do damage**

## Characters/Teams

Tiers for difference in difficulty on characters?

Same team characters wearing the same clothes?

### ***Train Character***

**Reads every player’s input to move.**

**3 sticks in the same direction means it goes fast as hell.**

**Rams other players**

### ***Magnet boys***

**P1 puts P2 in orbit around him, increasing his momentum**

**Let’s go and lets P2 boost, adjust his path, in the air**

**P3???**

# Paper Prototypes

## 1st prototype (Paper Toss)

2v2

Round 1: 20 seconds of taking turns tossing paper balls into a bowl

Round 2: 30 seconds, but now you also have to say a word before tossing – and the word has to be start with the same letter your teammate’s word ended with.

Number of tests conducted: 2

Test area: Listening + talking to your teammate when doing something difficult.

Result: Very different for the different people. Some got stuck trying to say what anything when they have to focus on something else. Sync up with teammates does not necessarily mean that you must speak – it could also be other ways i.e. smart pinging in league. But the game could also be a way to practice that one skill, or the way to improve at the game would be to master it. It’s a lifeskill as well as a mechanic, so it should have a slow burnout rate.

## 2nd prototype

Blind faith in teammates, going all in and hoping your mate has got you covered.

* Blindfold prototype
* 1v1 fight with your second saying what you should do
* Pencils drawing on an A4 paper
* Middle line, one draws one says where to draw
* More teamwork?
* Audio
* Draw an X on the right symbol
* Audio for blindfolded, saying what symbol, the one without a blindfold has to give instructions.

Number of playtests: l

Test area: Communicating something unseen, research where it engages the player.

Results:

## 3rd prototype

I need something to test the pvp only through teamwork

Teamwork…

Dexterity check -> teammates dexterity check -> goal -> feeling of accomplishing something together

I also need to test chaining combos

## **Feedback and notes**

Benback//

Both players have to do complicated things to make sense of having multiple people in the same team.

Communication from both parties

Fog of war different

Controlling two characters so you have to switch brain

Competitive means

**Quick rounds!**

* **Makes for a really engaging minute**
* **Might be very messy when first getting into**
  + **Wombo + Fast pace**
* **Makes complexity harder to implement**
* **Could make imbalanced matches feel awful**