

Flag Seekers

Game Concept

The main concept of Flag Seekers is based on the popular outdoors game Capture the Flag. There are two game modes, the first one is the team mode. In this game mode two teams of two individuals face off against each other to steal the opposing team's flag from their base, with the goal of returning it to their own base. There is a time limit of 5 minutes to score points, and each point is given when a team is able to successfully bring the opponent flag to their base. Whichever team has the most points at the end of the round wins.

The concept of the game is that a powerful wizard Obsidian Wintercrest has kidnapped the player characters and trapped them in a magical arena, where they are forced to fight for his amusement. This backstory is based on the core concept of the recent Netflix series *Squid Game*, and other 'battle royale' type media, this would give justification for why this strange cast of characters are fighting, and also why their surroundings keep changing.

Features

3D graphics - The game features 3D graphics that allow the player to move in the third dimension. The player can sprint, jump, attack and capture the flag all in a 3D environment.

Dynamic arenas - The arenas in the game will contain moving platforms and hidden zones that may reduce the health or slow down characters. It is the players responsibility to learn to maneuver through the arena. These include elevators, moving pavements, hidden traps and random item pickups. These may either prove advantageous or disadvantageous depending on how the game is played and thus will provide a dynamic environment to the game.

Multiplayer - Up to four players can play together at a time. There are two game modes:

- Team-based: the players are split into teams of two, and are required to take the flag from the enemy base to their own base. Whichever team has the most points at the end of the match is the winner.
- Free for all: all four players compete against each other for the flag, which is at the center of the map. Whoever gets the most points at the end of the match is the winner.

Weapons - There are four different weapons, and they feature two different styles of combat. There is close quarters melee with swords and daggers. There are also ranged combat with bow and arrow along with a slingshot.

Unique Characters: There are four distinct characters each with a unique special ability.

Game flow

Before the start of each round, the player will be able to select their character. It is important to note there can be only one of each character per game. The host player can select the time limit for each round: 10 or 20 minutes.

Team mode

The game starts with each team at their base, on opposite sides of the arena. Once the game starts each team can try to steal their opponent's flag from their base, while the opposing team tries to stop them. If a player is able to take their enemy's flag and place it in their own base (and stop the other team from stealing it back for 15 seconds), they will earn a point, and the flags will reset. Once a team has reached 10 points, or the time limit has been reached, a new round will start in a different arena. In this second arena, the same rules apply - though it will be the team that reaches twenty points (cumulative from the previous round) first that wins.

If a player dies while holding the flag, they will be respawned instantly at a randomly chosen spawn point and the flag will be returned to its original base.

Free for all

In this mode, there is only one flag, at the centre of the arena. The players start equidistant from the flag, in each of the arena's four corners, and must race each other to get the flag first. Whoever gets to the flag first must return it to their base to get a point. Whichever player gets 5 points first wins.

Gameplay mechanics

Weapons

The players have an internal inventory that contains all of these weapons, and can switch between each of them at any time. Bows and slingshots start with 10 arrows and pellets respectively, and more can be picked up from collectables in the environment.

Sword - a melee weapon, causes 7-10 damage with each hit, and has medium reach

Dagger - a melee weapon, faster than the sword but with a shorter range, causes 4-7 damage with each hit

Bow & arrow - a long-ranged weapon, causes 6-9 damage with each hit, charged shot with more accuracy, reload time: 1.5s

Slingshot - a close-ranged weapon, cause 1-2 damage with each hit, no reload time

Characters

The four characters that the players can choose between operate as different classes - each character has a different base HP, and a unique special ability, in order to provide the players with a variety of possible playstyles.

The Warrior:

- A brawny young man who looks ferocious but is a puppy at heart.
- Base HP: 125 points
- Push: A wave of force staggers everyone in a radius of 2m centered on the character, knocking them down. The affected characters will not be able to get up for 2 seconds. Ability cooldown: 12s

The Fire Mage

- A quiet, mysterious individual who probably has a dark secret.
- Base HP: 95
- Burn: The target will be set on fire, causing them to take 7 damage every second for 3 seconds. Ability cooldown: 12s

The Ice Mage

- A vivacious, combat-loving woman who is here by choice.
- Base HP: 95
- Freeze: The target will be frozen in a block of ice, stopping them in their tracks for 3 seconds. Ability cooldown: 13s

The Grenadier

- A young teen with anger issues and explosives.
- Base HP: 100
- Grenades: Has a grenade that can be thrown from up to 5m away, which will cause an area of effect explosion where it lands that damages everyone within a 1.5m radius for 20 damage. Ability cooldown: 10s

Item Pickups

Around the arena, there will be floating items that the player can pick up by running over them. After an item has been collected it will disappear, but after 2 minutes it will reappear so another player can potentially pick it up. There are five different types of pickups

Health: will heal the player for 15 HP

Shield: acts as a second health pool of 25 HP, damage will be taken from this pool first for 30s

Ammo: packs of 10 arrows for the bow, and 10 pellets for the slingshot. These are two different pickups, so players will have to search for each

Advantage pickups:

- Doubles speed for 10s
- Increase jump height for 10s

Chaos Orb: this is a high-risk, high-reward pickup, placed by the wizard in the arena as a source of chaos. There is a 30% chance that one of two very beneficial effects will be applied to the player, and a 70% chance that a debuff will be applied instead.

The possible buffs are:

- The character's special ability is removed from cooldown and enhanced for the next use i.e. the radius for Warrior's Push is increased to 4m, the Fire Mage's Burn damage will last for 6 seconds, the Ice Mage will Freeze their target for 6 seconds, the Grenade will affect everyone in a 3m radius - 15%
- The special ability cooldown is removed for 10s - 15%

The debuffs are:

- Character movement speed is reduced for 6s - 14%
- Character jump height is reduced for 10s - 14%
- The character is frozen in place for 3s - 14%
- The character takes 3 damage per second, for 3s - 14%
- The character is knocked down - 14%