

JengaRio

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Credit for this document goes to Alec Markarian, Benjamin Stanley, and Brandon Fedie for their hard work.

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Overview

➤ Theme / Setting / Genre

- 2D Strategy/Puzzle/Competitive multiplayer

➤ Core Gameplay Mechanics Brief

- Turned-based gameplay
- Ability usage
- Timer
- Character movement
- Interactivity with jenga pieces
- Gravity/stability of the tower
- Countdown of free jenga pieces

➤ Targeted platforms

- PC

➤ Project Scope

- 9 days
- 5 team members
 - Core Team
 - Alpha
 - Game Writer/Narrative Designer
 - Jennifer_evs
 - Sound Designer
 - Marrex
 - Level Designer
 - Intrinx
 - Artist
 - Josef M
 - Programmer

➤ Influences (Brief)



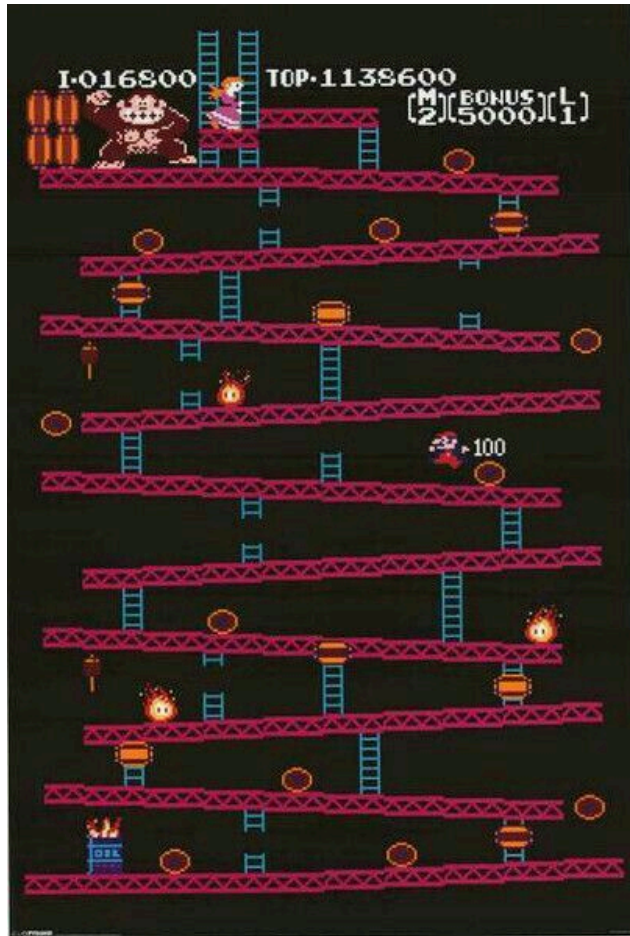
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- **Jenga** (tabletop game)
- Fun, difficult and competitive game for multiple players to play at once. The players have to strategize to win.



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- **Uno** (tabletop game)
- Special items (cards) that make the game more fun and difficult by potentially affecting other players in a negative way and making winning easier for players using the items (cards).



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- Donkey Kong 1981 (NES Game)
- Using the level design with a jenga tower in the middle would give the game unique look together with higher interactivity and potentially more enjoyable gameplay



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- Bloody Trapland 2 (PC Game)
- The Cartoonish and vibrant looking graphics could add more personality and fun-looking visuals.

➤ **The Elevator Pitch**

A fun 2D multiplayer strategy-oriented game of jenga with multiple abilities/actions able to sabotage other players.

➤ **Project Description**

Game of Jenga for 2-4 players. During his turn each player has to move its character to the piece of jenga he wants to remove and take it to his base. Who causes the tower to fall loses. When more than 2 players are playing, ranking is based on the number of jenga pieces each player has in their base. There is a time limit during which the game has to finish. If the tower won't fall before the timer gets to 0, the ranking is based on the number of pieces in each base. Every player has a few abilities/cards/items that they can use to sabotage other players. The abilities/cards/items could affect specific players, all of the players or the playing conditions themselves. On higher levels the difficulty would go up by lowering the timer and/or falling obstacles that players will have to avoid. (If hit they would be knocked out during their turn. If they were to carry the block to their base, they would lose the block.)

What sets this project apart?

- Jenga in an interesting setting
- More interactive and unique way to play Jenga
- Sabotaging possibilities

➤ Core Gameplay Mechanics (Detailed)

- Turned-based gameplay
 - Each player would have a turn during which they would go, select and take a Jenga block to their base. If they want to, they can also use one of their abilities/cards/items.
- Ability usage
 - Abilities/cards/items able to sabotage other players.
 - When used, they can affect one or all other players in a negative way. They could affect their gameplay or Jenga blocks they already own. Some abilities could affect the whole map, making it more difficult for everybody for a certain duration.
- Countdown of free jenga pieces
 - Counting each Jenga piece present in the base
 - Unless the player causes the tower to fall, the more pieces he/she has, the higher the chance of winning the game
- Gravity/stability of the tower
 - Ability for the tower to fall
 - The more pieces would be taken out, the higher the chance for the whole tower to fall down.
- Interactivity with jenga pieces
 - Ability to pick the pieces from the tower
 - Taking the pieces from the tower and then carrying them to the base.
- Timer
 - Timer determining the length of the game. When it reaches 0, the game ends and the player with the most blocks wins.
- Character movement
 - Moving left and right and up and down the ladders/stairs.

Story and Gameplay

➤ **Story (Brief)**

- A powerful demon, who was summoned by naive guys decides to have a little fun and transports guys to a different dimension. The only way out is to win the game of Jenga. However there can be only one winner.

➤ **Gameplay (Brief)**

- 2-4 players are playing Jenga in turn-based gameplay. During each turn they will choose a block, move their character to it and take it out. If the tower won't fall down, they will carry their block to their base and end their turn. They can use one of their special abilities/cards/items to make it harder for the other players. If the tower falls during a player's turn, that player will lose and the winning player is the one with the most pieces in their base. There is also a timer. When it reaches 0 regardless of the tower, the player with the most blocks wins the game. In later levels the difficulty goes up by lowering the timer and falling obstacles onto players. If they are hit, they are knocked out during their turn. If they were carrying a block when they were hit by the obstacle (flying mario shaped rock for example) they will lose the block.

Assets Needed

➤ 2D

- Textures
 - Environment Textures
- Heightmap data (if applicable)
 - /List required data - Example: DEM data of the entire UK./
- <etc.>

➤ Sound

- Sound List (Ambient)
 - Outside
 - Level 1
 - Level 2
 - Level 3
 - etc.
 - Inside
 - Level 1
 - Level 2
 - Level 3
 - etc.
- Sound List (Player)
 - Character Movement Sound List
 - Example 1
 - Example 2
 - etc.
 - Character Hit / Collision Sound list
 - Example 1
 - Example 2
 - etc.
 - Character on Injured / Death sound list
 - Example 1
 - Example 2
 - etc.

➤ Code

- Character Scripts (Player Pawn/Player Controller)
- Ambient Scripts (Runs in the background)

- Example
- NPC Scripts
 - Example
 - etc.

➤ Animation

- Environment Animations
 - Example
 - etc.
- Character Animations
 - Player
 - Example
 - etc.
 - NPC
 - Example
 - etc.

Schedule

➤ <Object #1>

- Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.

➤ <Object #2>

- Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.

➤ <Object #3>

- Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.

➤ <Object #4>

- Time Scale
 - Milestone 1
 - Milestone 2
 - Etc.