

# Game III-686

## Name ideas

- The stink experiment
- Stink Gut
- Stink caliber
- Pizza protocol

## Inspiration

- Archvale
- Bow masters

## Visual style

The game is an isometric,top down,bullet hell game with 2d cartoon style graphics inspired from bowmasters

## Caution while making the game

The game is stink themed but it will be built in such a way that it will not in anyway irritate or disgust the player or encourage uncleanliness.In fact,attempts will be made to encourage cleanliness during the course of gameplay like for example,using a hand sanitizer as a healing item.

## Gameplay mechanics

In this bullet hell game,players are fighting competitively for hot pizza which are delivered randomly around the map.The pizzas are in ovens(One for each) and they can not be taken until they are ready to eat.Different pizzas will take different times to get prepared ranging from 2-5 mins.Only a given set of pizza ovens can spawn at a time.A new set will only spawn when the old set is about to finish.The player to consume as much pizza as possible within a given amount of time wins.The map is fully destructible and it can be a house,hotel, movie theatre and so on.They have to use weapons that shoots stinky items as bullets.

## Items and objects

- Nose clip to reduce stink damage
- A gas mask to reduce more stink damage
- Stinky socks and underwear
- A garbage cannon
- Banana peels
- A fridge that will function as a chest
- A hand sanitizer that will heal you from stink damage.
- Garbage trucks that will burst with a barrage of high damaging trash on explosion
- A special toilet that will be used as a crafter by flushing down all the materials which explode out the toilet,the crafted gun or item.
- A toilet connected to a hose that sprays toilet water and poop
- A washing machine with special soap should be used to empower items

## Entities

### Trash spitters

A cute hot flaming garbage with yellow eyes that spits out garbage.Each player has his own set of trash spitters.They can follow or scatter around the map

### Algae slobs

They are humanoid algae monsters with glowing round eyes.They spread from the room outwards and damages players nearby with tentacles.They can also grow in other rooms outside if all the stink mayhem has caused favourable environmental conditions to flourish.  
There are two types:  
green-normal ones  
**Red(On steroids)**They are formed when an alpha green algae absorbs numerous smaller ones or when a green algae is shot with a sewage tier bullet.

## How the map is generated

A map consists of a main building where the brawl will take place and a little outdoors outside the building.Inside the building are randomly generated rooms.There can be more than one floor which can be chosen when creating a world.Two different maps can be created based on the same main building like a house but there will be a significant variation between the two maps.Its like so:A map is made up of two components:the corridor and the rooms.The corridor is divided into smaller units called tiles.A tile can be mapped to hold objects on top of it or just be a casual tile.When the map is being generated,tiles are selected randomly from a set of tiles and placed algorithmically to construct the platform of the map.The rooms are also selected algorithmically from a set of rooms like for example,20 out of 100 and placed algorithmically on the map's platform.

## Extra ideas

- There will be super and funny natural disasters during the course of gameplay.

- There will also be a cooperative multiplayer mode where the players will have to steal the pizza from a celebration party.Take ideas from my second game idea.

- There should be a sweet handshake update as a reference to the spongebob episode of hand shake

- The players items are shown on the players body in real time

- There will be a funny death animation whereby an ambulance will pick you up and rush you to the hospital right after you die.

- There is a constant notification about players who gets a battery

- Bullets should be classified under three categories according to their damage;smelly,spoilt,sewage and gut