

# Game II-368

## Inspiration

Zmde's smart villagers

Lords mobile strategy

Minecraft in general

Trove for graphics

## Visual style

Cartoonish,Low-poly art style,Cell shaded

The view is third person-shoulder surfing with the camera kinda moving independently of the player as well as cool cinematic effects during the course of gameplay

## Basic info

It is an open world,action packed game with graphics inspired from trove, bowmasters,minecraft legends and the sandbox game with a full physics interactive environment.Players spawn in a procedurally generated world where there are ridiculous super natural disasters.This is as a result of the over rad parties hosted by intelligent NPCs.The player is meant to crash as much of these as possible in no sequential order by infiltrating the party,optionally building a reputation and stealing the golden party item which can be a boombox or a microphone with brute force raiding from the help of the mobs in the game like a giant laser robot,mutant gorillas and so on.

## More info

The parties are held in chunks of land which vary in advancement and structures.The structures are fully destructible by both players and mobs.The Npcs are smart like zmde's villagers and they are cleanly animated during the party.You get more likes for crashing into more parties which can be used as money to have access to other mobs you can use.Free trapped members as well.There is a dancing animation that plays on the players and his party crash crew after bringing back home the golden boom box. Once a mob has been earned,a party door will be given to the player which will spawn a sick looking portal with party guards at the entrance.This will lead to that mobs party where upgrades can be bought for the mob and another cool part is that there are minion variants of the mob found dancing over the place.It is inspired from zmde's marketplace

## Extra ideas

There should be downloadable party movesets for the NPCs

Have a sick electric piano music inspired from c418 for minecraft but iconic for my game

There should be a fully destructive environment

Make the party system adaptive

Assets pack and dlcs

Mods are called spices

Name of the game should be part of mass destruction or Saddlebox or partystreak