High Concept

Game Studies & Game Design

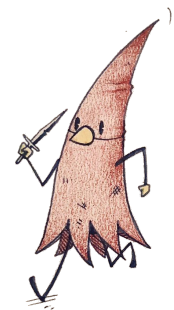Femböck Samuel, Florian David, Hofer Thomas

Genre

Local (and online) Multiplayer, top down, shooter.

Idea

Satanic bird cult is a reaction and aiming focused multiplayer game where you have to pin birds to the red painted walls by throwing daggers. Try to get a good balance between annoying your opponents and pursuing your own goals.

Character

Cute occultists. Little wicked.
They like to play satanic games in secret places.
You are one of the characters playing competitively against each other.

Setting

Secret cellar playing field, narrow and gloomy feeling, surrounded by blood-painted red walls. The Satanic emblem circles around the walls of the room. Cute Scary and subtly terrifying setting.

Topic

Satanic Bird Cult is a game where you compete against other people. The player can choose between two distinct playstyles. Be a sabotaging scumbag or an honorable opponent. This social dilemma is the game's strategy to create fun interactions between players and their surrounding environment.

Competition and Research

Ape Out uses a similar mechanic in its gameplay. You have to grab people to prevent them from shooting at you. When enemies are grabbed, you can smash them against a wall in order to kill them. Similar to our game where you shoot birds against the Red Wall in order to gain points.

Evaluation

The main fun factors in this game are tactical challenges and social interaction. The tactical challenge comes from baiting the birds in the right direction and then going for the kill at the right time. Ideally when the gate (satanic emblem) is nearby. The game is meant to be played against friends. The competitive element adds depth to the gameplay.
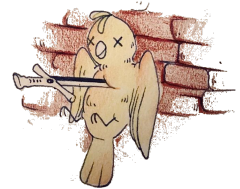
Success

Reaction based skill game, high skill ceiling "a game for tryhards"
Easy to get in "a game for everybody"
Multiplayer "play with your friends couch co-op or online"
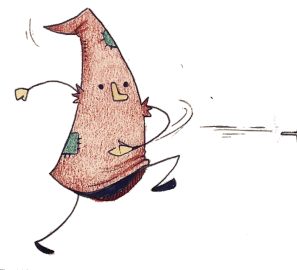Funny setting "enjoy the bird cult"

Story

You and your friends found out that pinning birds to a red wall will lead to Satan's revival. But this only works when Satan can feel the heat of a fight. He will only be impressed by the one who offers him the most birds. So you bring your sharpest daggers and your cute occultist cape to the `satanic bird cult´ and fight to be the one who revives Satan.

Gameplay

Players are thrown into an occultist cellar, only equipped with a knife, and compete in this atrocious ritual. Birds, not aware of their fate, approach the two contestants from different locations all around the map.

The surrounding wall in this arena is the Red Wall. The cultists already cast their spell on it. The Gate has been summoned. It is a circular mark that roams from one side of the wall to the other in a semi-predictive manner. The only way to win this battle is by pinning the birds to the red walls in order to paint it with the beautifully red. When you manage to slaughter the enemy shooting them at the satanic emblem, his soul transcends into hell and you get extra points. Impale two or more enemies at the same time for even more points. The most valid tactic to play this game is to try to bait the enemies towards a wall and then do a turn around to finish him off. While "dragging" the enemy towards a wall you become vulnerable for other players to steal your kill.
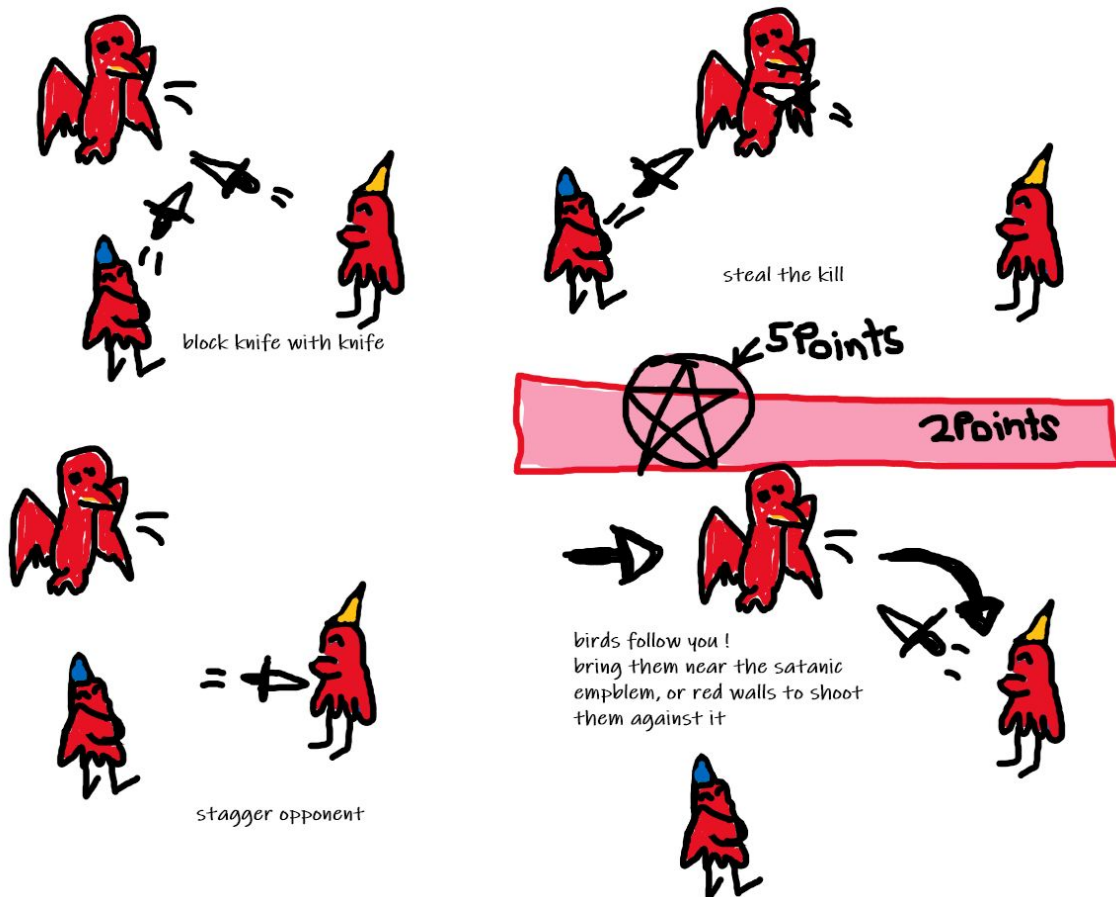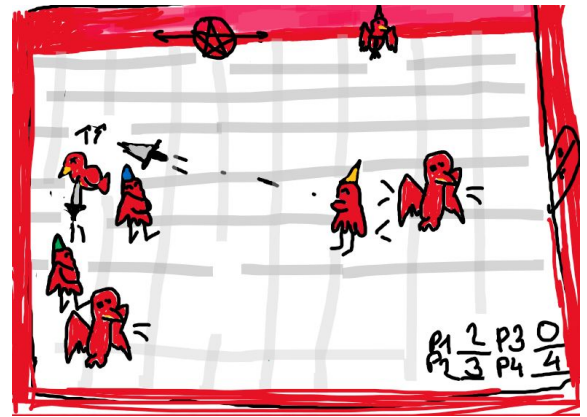
Get good in the game! Skill is everything!

Conditions / Goals

- Players have infinite daggers that they can throw
- Gain Points with pinning birds to red walls by throwing daggers
- Birds spawn all around the map
- The Hell Gate (satanic emblem) roams around the walls in a predictive manner
- Impaling two or more birds at the same time gives extra points
- Whoever has most points at the end of a round wins

Mechanics

- Shoot dagger and pin birds
- Steal enemy kills
- Block enemy kill by standing in the way
- Stagger opponents with your dagger
- Block daggers with your dagger
- Bait bird towards desired position
- Do a quick turnaround to finish the bird off
- Impale 2+ enemies for more points
- Try to pin birds near the Hell Gate

block knife with knife

steal the kill

5 Points

2 Points

stagger opponent

birds follow you !
bring them near the satanic
emblem, or red walls to shoot
them against it

Leveldesign

Top Down map. Camera is locked and captures the entire arena. Birds will approach the players from random locations on the map. The level terminates when a player reaches a certain amount of points and wins the game.

Look & Feel

The Characters and environment in the game try to pursue a "cute scary" impression. Cute and fun characters are capable of embodying the most terrifying evil.

Interface

Simple UI for Title Screen. Characters are controlled with a Gamepad. You can move, aim and shoot in any direction. Bonus points are emphasized with messages in the UI. Kill steals are also emphasized.

Moodboard

Concept Art