

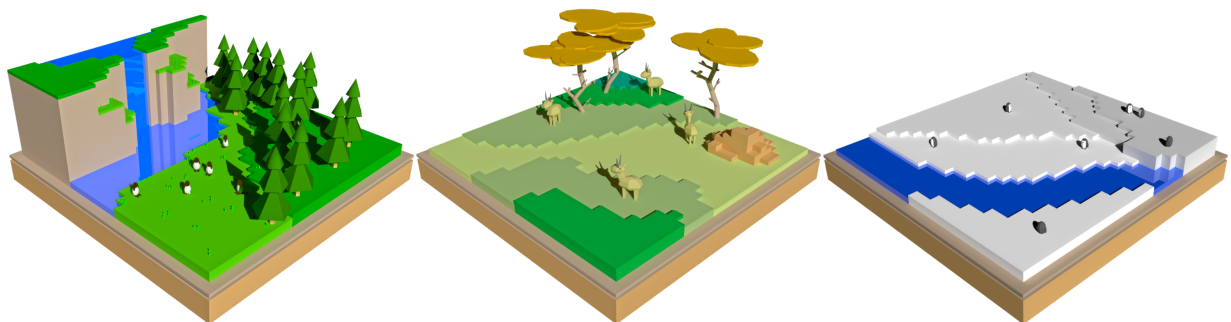
Zumo Design Document

A Game Proposal by Tim Paisley



Play as the animal kingdom's fearsome predators, chasing down your prey in gleeful bounds. But tread carefully as you run around the arena - *you'll bounce away from every other animal you touch.*

With mechanics inspired by party games like Smash Bros. and Crash Bash, and aesthetics loosely inspired by Hitman GO, Zumo is a silly, simple and endlessly competitive game to play with your mates.



Zumo would feature a range of different boards featuring biomes from all over the world, each with it's own quirks and characteristics. Players could become bears hunting bunnies on the field board, lions chasing antelope on the savannah board, or maybe polar bears pursuing penguins on the arctic board.

Key Gameplay Elements

- Choose an arena and game mode (number of players, etc.)
- Lots of different boards to choose from, plenty of variation on animals
- Move around the arena running into other animals and trying to bump them off using analogue stick
- Collect pickups that increase your weight, your speed, bomb pickups, etc.
- Knock your opponents off the board to win

Unique Selling Point

Zumo stands out from typical party games by dialling back on crazy combos, control combinations, and generally unintuitive game mechanics, instead favouring simplicity above all else.

The target audience would be party-goers and younger groups of friends, say between the ages of 12 - 28. While one of two friends in the group may have experience playing other games and could quickly grasp more complex controls, it's likely that their friends, or their friends' friends, or their friends' friends' friends... might not have that same experience. This also opens the doors to an older audience, possibly over the age of 28, who don't have that same understanding.

The control scheme of Zumo is simple - the players use either one analogue stick (potential for two players on one controller) or direction buttons (mapped to either WASD or arrow keys) to move their animal around the arena - no jump buttons, no attack buttons, the player only needs to walk into another animal to get the desired results.

Design Pillars

1. ***"Just one more Game"*** - Each board, like each stage in Smash Bros. or each track in Mario Kart, should have it's own unique feel that keeps the theme varied. Additionally, each battle should be exciting and unexpected, with random elements such that no battle is the same as the last to encourage the *Just one More* mentality.
2. ***Miniature Chaos*** - Players should feel like they're playing with small toys and figurines, similar to when we used to have battles with dolls and actions figures as kids. Characters should look like static objects and move in as stiff a motion as possible.
3. ***Bright & Cheeky*** - Everything in the game, from the interface to the characters and the board, should feel light and comical to compliment the quick and bouncy gameplay.