Egg and Difficulty Document

**Basic Eggs:**

1. **Damaged Egg**- breaks if hits floor (can only bounce off the players’ pans)  
   - uncommon spawns  
   - worth 3 points
2. **Rubberised Egg**- very bouncy  
   - common spawn  
   - worth 2 points
3. **Heavy Egg**- bounces a small amount   
   - uncommon spawn  
   - worth 2 points
4. **Regular Egg**- fairly bouncy  
   - common spawn  
   - worth 1 point

**Special Eggs**:

1. **Chegg**- extremely bouncy, moves very fast and shakes around violently  
   - spawns only once per round (unless we have special game modes)  
   - worth 20 points
2. **Featherweight Egg**- doesn’t bounce at all (aside from on pans), falls very slowly  
   - rare spawn  
   - worth 5 points
3. **Ostrich Egg**- fairly bouncy  
   - uncommon spawn  
   - much larger than the other eggs  
   - worth 2 points (bigger = easier to hit)
4. **Frag Egg  
   *a) Parent form*** (before it hits floor)  
   - does not bounce  
   - very rare spawn  
   - worth 8 points if knocked into pan in this form  
   ***b)* *Child form***(after it hits floor)  
   - spawns 3 of any basic or special egg randomly and sends them bouncing into the air **(CANNOT SPAWN CHEGG)**- child eggs are worth whatever they are normally worth
5. **Ice Egg**- does not bounce (aside from on pans), falls very fast  
   - very rare spawn  
   - worth 0 points  
   - if allowed to hit floor, turns the floor surface icy – this makes players move twice as fast and they have less friction so they slide a bit when they let go of a movement key
6. **Poop**- does not bounce (aside from on pans)  
   - the giant chicken at the top that spawns all the eggs drop a poop on the arena  
   - rare spawn  
   - worth 0 points  
   - if allowed to hit the floor, covers the floor in poop – this makes players move at half speed
7. **Impact Bomb Egg**- does not bounce (even on pans)  
   - rare spawn  
   - not able to be bounced – can’t be worth any points  
   - kills players if hit (or damages if lives system put in place)
8. **Bouncing Beggy**- bounces a couple of times then blows up  
   - rare spawn  
   - if bounced into your basket, you lose 15 points  
   - if bounced into your opponent’s basket, they lose 15 points  
   - kills players if within explosion radius after a couple of bounces (or damages if lives system put in place)
9. **Golden Egg**- doesn’t bounce (aside from on pans), falls very quickly  
   - very rare spawn  
   - if bounced into your basket, grants you double points for 10 seconds

**Increasing Difficulty:**

∙ Ice Egg / Poop increased drop chance in higher rounds  
∙ Fewer eggs on screen (rather than running around and hoping, players would be fighting each other for eggs)  
∙ Objects floating in the air between the players and the laying chicken (much like Bumpers in Pinball) for eggs to bounce off – more things for the players to take into account.  
∙ Having parts of the floor fall away so players have restricted movement areas  
∙ Impact Bomb Egg / Bouncing Beggy increase drop chance in higher rounds  
∙ Increased gravity (eggs fall faster)

***example using a 5 level structure… (scroll)***

**Level 1**  
- x15 egg  
- x8 rubberised egg  
- x2 heavy egg

**Level 2**- x10 egg  
- x10 rubberised egg  
- x5 heavy egg  
- x5 damaged egg  
- x2 ostrich egg  
- x1 poop

**Level 3 (x2 bumpers in level)**- x10 egg- x15 rubberised egg  
- x1 chegg  
- x5 damaged egg  
- x2 featherweight egg  
- x1 poop  
- x1 ice egg

**Level 4 (x3 bumpers in level)**- x15 egg  
- x20 rubberised egg  
- x5 heavy egg  
- x1 chegg  
- x2 damaged egg  
- x4 featherweight egg  
- x2 poop  
- x2 ice egg  
- x1 frag egg  
- x2 impact bomb egg  
- x1 golden egg

**Level 5 (x5 bumpers in level)**- x5 egg  
- x25 rubberised egg  
- x1 chegg  
- x5 damaged egg  
- x3 ostrich egg  
- x8 featherweight egg  
- x3 poop  
- x3 ice egg  
- x3 frag egg  
- x5 impact bomb egg  
- x5 bouncing beggy  
- x2 golden egg