Scoring and Time

# Abstract

This document details the scoring mechanisms of the game, and how timing works in relation to game length.

## Score

At its most basic level, points are earned by smashing into objects of your colour. Each object smash will gain the player 1000 points (I picked big numbers to help the “whoa” factor of the game. A player needs to feel like they are causing lots of damage; big score = big feeling). These points can also be earned by smashing into neutral objects, thereby allowing a player to win at the game’s most basic level.

However, this basic system would quickly turn the game into a simple race for the neutrals to deprive the other of points, so I figure it might be good to have some ways for players to earn larger amounts of points based on action. These systems are listed here:

* Multipliers based on smash speed. The cluttered environments will lead to a lot of smashing. The speed at which a player can break their objects will increase the multiplier of their score. This will promote speed and flow, as players are encouraged to chain combos together.
  + In terms of numbers, players start off at x1 multiplier. Every 3 objects they break of their own colour will increase the multiplier by 1, up to a maximum of x5. The combo is broken if they hit the other player’s objects, or if they go for 3 seconds without breaking another object.
* *Power ups that let players alter the state of the game in ways that can be both beneficial and negative to themselves. This will encourage dynamic strategy and allow a trade-off in the game. Potential power ups are:*
  + *Shockwave: Release a shockwave out from the player, which will break any object that it comes into contact with, and rewards points accordingly.*
  + *Freeze: Freeze the other player for 5 seconds, allowing you free reign to break things.*
  + *Time Bonus/Penalty: Increase or decrease the time limit by 5 seconds. This can allow a winning player to prevent a recovery, or a losing player to have more time to get back into the game.*

## Time

Each round will last 30 seconds (subject to change depending on playtest). This timer will be visible to players. When the round is over, highest score wins.

*Time can change if players pick up the appropriate power ups.*