Team Lazy Makers

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Theme: Waves



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A Phoney Mothership just imprisoned the Earth in an insane eternal silence, cutting out sound for all living being. A life without music and sound is so boring… It is up to you to keep that beat up whilst repealing the Phoney alien attack ships. It is your only hope!

Phoney Invaders is about defending your core from waves of funky neon invaders that can only be destroyed by certain precise sound wave frequencies. The beat depends on your performance to defend the Earth. As the Earth dies, so will the beat. Will you able to keep it up for the Earth?

## Splash Screen

Displays the main menu:

* Start (New Game)
* Credits
* Exit

## Rules (How to play):

Earth is under phoney attack?! WHAT the fudge? (mmm, fudge...)

Are they for real? It does not look real... is it? Maybe?

Their mothership has enprison the earth.

(That’s one hell of a ship, I tell you)

Her minions are going to destroy us!

The only way to repeal them is with megaphones... uh, anti-phoney... phones... (...or maybe build a wall paid by aliens?)

* Invaders can only be destroyed with the matching sound wave frequency.
* Every sound and enemy are identified with a color that matches with each sound wave.
* Create the sound waves with your right thumb whilst turning the correct wavephone towards the matching invaders.
* Game is over when your core reaches 0

Invaders:

* Red Sinus (~)
* Green Spike (w)
* Blue Triangle (∆)

## Controls

1. Left Stick – Rotate Def Wheel
2. Right Stick – Create waves from specific wavephone
   1. Red Sinus – Clockwise rotation
   2. Green Spike – Up, Down, Left, Right
   3. Blue Triangle – Counter Clockwise rotation

## Game Screen

Core/Earth (Center)

Wavephones (around Core at 120◦ apart)

* Red Sinus
* Green Spike
* Blue Triangle

Spawn Zones are placed outside of game screen (Above, Bottom, Left and Right)

Enemy speed =***X fps (constant for the whole game)***

Spawns will multiply with time

## Player mechanics

**The Core** will lose its color saturation the more it is touched by enemy invaders. It requires 10 hits before the Core dies.

The BGM will gain or lose a channel per wave depending on the player’s performance. If the player was capable to destroy all enemies in a wave, the BGM will gain a channel – making it a bit more groovy and interesting. Taking at least one damage will silent one channel at the end of the wave.

**The Wavephone Wheel** is controlled by the LEFT STICK.

Each wavephone is associated with a color and sound frequency that is input with the RIGHT STICK:

* 1. Red Sinus – Clockwise rotation
  2. Green Spike – Up, Down, Left, Right
  3. Blue Triangle – Counter Clockwise rotation



## Levels

The following is just an idea or example of which enemy will spawn at what time. Time will not necessarily match BGM tempo but the idea is to create an 8 tick length and spawn enemies at a determined tick like a music sheet.

Enemies will spawn at random locations within the 4 spawn zones in a clockwise cycle.

For example:

In Lvl 1, at TIME 1, Red Sinus will spawn at a random location within the TOP spawn zone. Green Spike will then spawn at TIME 3 at a random location within the RIGHT spawn zone, and so on…

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| lvl1 | Color\Time | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|  | RedSinus | 1 |  |  |  |  |  | 1 |  |
|  | GreenSpike |  |  | 1 |  |  |  |  |  |
|  | BlueTri |  |  |  |  | 1 |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| lvl 2 | RedSinus |  |  | 1 |  |  |  |  |  |
|  | GreenSpike | 1 |  |  |  | 1 |  |  |  |
|  | BlueTri |  | 1 |  |  |  | 1 |  |  |
|  |  |  |  |  |  |  |  |  |  |
| lvl 3 | RedSinus |  | 1 |  |  |  |  | 1 |  |
|  | GreenSpike |  |  |  | 1 |  |  |  | 1 |
|  | BlueTri | 1 |  |  |  | 1 |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| lvl 4 | RedSinus |  | 1 |  |  |  | 1 |  | 1 |
|  | GreenSpike |  | 1 |  | 1 |  |  |  | 1 |
|  | BlueTri |  |  |  | 1 |  | 1 |  |  |