

# Ninjas on Trampolines

## Olympus Interactive

(Justin Looman, Sami Chamberlain, Iain Roach, Will Jeon, Kai Stone)

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## Pitch:

What if ninjas fought in a trampoline park, but with paint? Ninjas on Trampolines is a two-to-four player platform fighter where players are ninjas that splatter their opponents on the battlefield. Use trampolines to fight for aerial superiority. Having the most paint on the battlefield will make you victorious, but be careful because your opponents can paint over what you have already. The person with the most paint at the end of a match is declared the winner.

## Project Description:

A two-to-four player arcade fighting style game in which players slice their opponents to splatter paint on the battlefield. Use trampolines to do tricks and fight for aerial superiority. Having the most paint on the battlefield will make you victorious, but be careful because your opponents can paint over what you have already. The battlefield will be a paint-studio-dojō, reminiscent of stages found in Super Smash Bros, where players use platforms and trampolines to fight each other. The background and walls will start clean and get dirty as the game progresses. The person with the most paint covering the background at the end of a match (when the timer runs out) is declared the winner. Visually, this game will take inspiration from the Fancy Pants flash game series, and incorporate some Japanese-esc visuals to tie in the inclusion of ninjas.

## Feature List:

### Left Joystick Movement:

- Left: Moves the player to the left.
- Right: Moves the player to the right.
- Down: Allows the player to descend to the ground faster than normal.

### Buttons:

- (Xbox) A / (Playstation) X: Jump/double jump in air.
- (Xbox) X / (Playstation) □: Attack.
- Bumpers and Triggers: Tags.






### Paint splatter:

- Dynamically paints the battlefield when you do a trick or paint an enemy. Use velocity to determine how much paint gets put down. A higher velocity means more paint on the background, and the direction of the velocity determines the direction of the paint.

### Tricks:

- Players can hold down a bumper or trigger for a maximum of 5 seconds. There is no amount of time required to hold and once released the paint will be placed. The longer you hold onto one of the buttons the larger the paint will be when you release it. Players can paint you during this animation, so you can die without placing anything down.

### Items:

- Items will appear on the ground that players can use. Each item will have a different effect.
  - **Paintbomb:**  **Paintbomb Design Doc**
  - **Quill:**  **Quill Javelin™**
  - **Mop:**  **Mop Design Doc**
  - **Inkwell:**  **Inkwell Hellbomb™**
  - **Sprinkler:**  **Sprinkler**

### Respawning/Dying:

- Respawning will be a very short process, being 1-2 seconds after you get painted with a brief moment of invincibility.
- When you get painted you explode into the color of the opponent that painted you
  - If you are blue and get painted by red, you will explode into red paint
  - If you are blue and paint red, they will explode into blue paint

### In-game UI:

- Minimal user interface in battle.

- Players will not see their position (2nd, 3rd...) (unless they are in the lead) until the end of a match, similar to Splatoon. They will have to determine their standing by judging the amount of paint on the battlefield while fighting.
- The leading player's color will be revealed as the color of the battle timer.
- During the final few seconds of the match the leading player's color will be hidden.

### **Pre-game UI:**

- Players can pick their colors
- Players can pick a map
- Players can set the gamemode

### **End-game UI:**

- All players will fall onto a trampoline
- They will then bounce back up and while they do so release their pant color behind them
- As they run out of paint they will explode and show their percentages
- Players can skip this animation by pressing the 'start' button
- Players leave this menu by pressing the 'start' button

## **Gamemodes:**

### **Free-for-All:**

- A basic game mode where players will run around and paint each other to spread paint. The winner will be decided based on who has the most amount of paint on the battlefield in the end. No special pickups at this time.

### **Hold the Crown:**

- The objective of this game is to maintain possession of the crown for the longest amount of time. Holding the crown will passively add your color paint to the background without the need for tricks or painting. Paint can still be added through tricks and painting players but holding the crown will give you the best odds to win.

## Paintball:

- A large ball of paint will bounce around the stage periodically releasing paint with the color of the last player who attacked the ball. The ball will paint players if it hits them unless it is in a neutral state (no paint). Use this chaotic ball to your advantage to win the match.
- Attacking the ball will change its trajectory to match the velocity of the attacking player.
- The ball will run out of paint and return to a neutral state after a certain amount of time (10 seconds).
- Paint can still be added through traditional methods

## Resources Needed:

### Skills/roles:

- At least 1 2D artist. **(Done/Onboarded)**
- At least 1 sound designer. **(Done/Onboarded)**

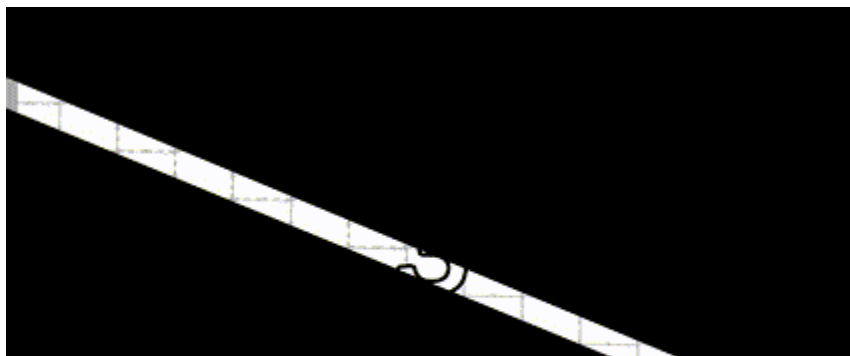
### Technology:

- Unity version 2022.3.11f1
- Aseprite
- Computers
- Controllers (Xbox preferably)

## Art Design:

### In-match UI:

For our in-match UI we want to have as little as possible. A countdown to allow players to center and ready themselves for the match. The in game timer sits at the top and is just a small bar that will move inwards as time goes on. At the same time the player will be able to know who is in the lead of the match by looking at the color of the timer. Beware though as the final 10 seconds will not show the color of the current leader.



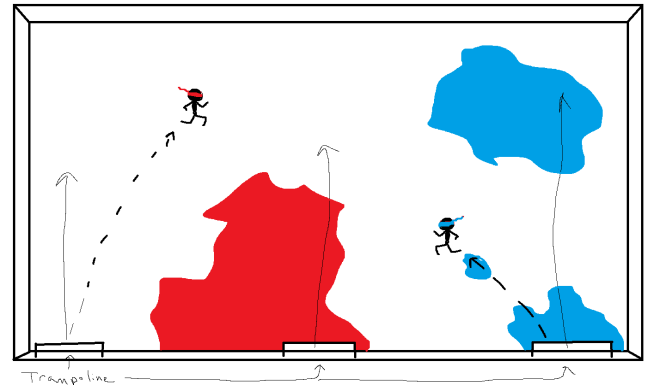
## Pre-match UI:



For pre-match we want players to be allowed to select a multitude of different colors. Once they have decided on a color they like they can then press ready. When ready their player will spawn and be allowed to mess around to learn controls, warm up and practice with others. Once the players are ready they can press start to enter the game.

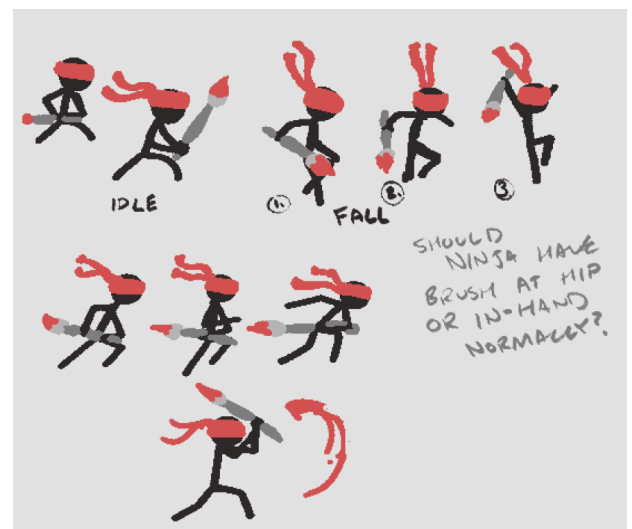
## Backgrounds:

In the future we wish to have different background art that people can select from, instead of the plain white that we currently have. Current style ideas are dojo, under a bridge, alleyway and more. Discussion as to exact details of the background



## Character:

We wanted our character to have a simple design yet memorable. So we made a stick figure ninja with a paintbrush as a sword. With the game being simple in nature there are not a lot of animations (adding in tricks will change this). Currently there are running, attack, idle and, falling animations in the works.



## **Audio Design:**

### **Music:**

Music is core to the feel of a fighting game. Giving the feeling of intensity to set the mood each match using the music present can make or break the experience. Having the end be intense to add stress while also making sure the rest of the track doesn't lose the players attention allows for a full match experience where attention doesn't break. We currently (January 16, 2024) have 1 song during the match with plans to add at least 2 more over the next 3 months.

### **Sound Effects:**

SFX is another important tool for giving life to your game. Having a satisfying sound when you swing your brush or paint another player can give feedback to players making the experience more enjoyable. As of (January 16, 2024) we have jump, painted, trampoline and swing; along with these we have UI sounds for selecting and changing buttons. Plans over the next 3 months are to add more in-match sounds while making sure not to overwhelm the players with sounds.

## **Timelines:**

### **Prototype Creation Timeline**

[https://miro.com/app/board/uXjVMlvwe98=](https://miro.com/app/board/uXjVMlvwe98=/)

### **MAGIC Maker Timeline**

[https://miro.com/app/board/uXjVN81QCt8=](https://miro.com/app/board/uXjVN81QCt8=/)

## **Minimal Viable Interaction:**

The ability for one player to play, including jumping, having a very rough and simple attack, and bouncing off of trampolines. No pickups or customization. A dummy character will be used to test attacking. The scene will resemble Super Smash Bros' training mode, with no win condition.



## Formal Goals:

We plan on working on this game into next semester, so having an MVP would be ideal. To accomplish this, we would need:

- At least one complete playable stage.
- The ability for multiple people to play on it.
- All mechanics mentioned above are fully complete and they all feel good to play with.

This would allow us to look at some stretch goals, such as:

- Time limit adjustability.
- Pickups
- More levels for people to pick from.
- A podium scene to display winners.
- The implementation of better VFX and visuals.