Team 4 Game Idea

General Idea

Main player object which collects other objects in order to increase its size & strength. The collected objects orbit the player. The collected objects act as a shield to defend it from enemy projectiles (player or AI). The player can use its collected objects as projectiles to destroy world objects or damage other players and AI agents. The player can manipulate its collected objects, either using its objects as projectiles or turning a group of them into a weapon.

Throughout the world there will be following agents carrying power-ups which increase the player’s attributes in various ways. The following agents will be vulnerable to other player’s attacks and can be reset and removed from the player.

The environment and AI agents will be destructible (if you have the required power level) and drop more objects for the players to collect and add to their shield.

The aim of the game is to be the last player standing and have destroyed & consumed all other AI agents and players. A player can only be damaged if he is his directly by a projectile.

Specific Gameplay

The player’s collected objects will block incoming projectiles and be removed from his “shield” instead of the player taking damage.  
Different power-ups to increase player speed, damage, shield, etc.  
Different projectile types; single, rapid, cluster, etc.  
The player can consume parts of its shield and turn them into a physical weapon; flail, sword, scythe, blitzcrank hook, etc.

Additional Game Ideas (big maybe)

Mo’s idea:

We can add a monster in the city centre, which has 3 state: idle, chase, died.

When the player collects enough objects and turn them into a weapon, it can be used to kill the monster. After killing the monster, the player can go to next level, and after 30s there will generate a new idle monster. If the player doesn’t have a weapon, and gets close enough to the monster, the player will be killed and game will be restart, at that time the monster is in chasing state.

Joseph’s idea:

Power-up agents can be designed in different types. Type A agents can follow player and use ranged attack to help them. Type B agents will orbit the player and do melee attack if an enemy is detected in close distance. Type C agents will give a bonus shield to player which can help it reduce taken damage.

All power-up effects can last for a limited time, and there will not be many power-up items as they are high valuable. Players can receive a hint when one power-up item is refreshed (A bit like battle royale style).