

Turts 'n' Mazes

Game Overview:

Game Genre:

Arcade (High Reflex and Premonition)
Survival
Puzzle

Game Perspective:

Third Person.

Game Art:

3D, Aesthetic, Cute, LowPoly.

Game Mode:

Multiplayer.

Minimum players in 1 team:

3

Target Platform:

PC, Mac, iOS, Android.

View mode:

Portrait.

Target Audience:

- Age: 15-45.
- Puzzle game Lovers.
- Arcade Lovers.

Core Idea:

We don't call the Turtles as "turtles" here in this game. They get offended by that. We call them "Turties". Remember that! Kidding..

The game is based on a phenomenon which forces the players to do multitasking with brainstorming. It portrays the life of turtles and many basic hurdles possible in their lifestyle, but in a different area and in a different way, not like a real simulation but the feel of it. The main idea is about the turtles moving non-stop (as they are very hard-working) on a skateboard (Yes!) for travelling faster (so much faster!) inside a maze finding their path outside before others. It's a tricky maze. They will face obstacles including their opponents to pass through the maze, which also includes their predators and other hardships at different points of the maze. The maze, like usually, has some paths blocked ahead and only one in many goes to the other level. Moreover, the turtles never stop but are slow and everytime it has to turn it can only driftly turn 90 degrees on one tap left or right respectively. Yes, it is a satisfying and soothing game, which requires patience. It has a health bar and as soon as the health bar comes close to empty, the player has to go find food in the maze which it already would have come across wandering around finding right paths while its health was adequate. The maze will have different coloured gates inside it which will open the way ahead with different coloured keys hidden across the maze paths, respectively. The keys are hidden somewhere mostly in the deepest corners. There will be various kinds of resources which will help and entertain the players along the way and will force them to think and take time. Different sectors/play areas in the game will include different sets of regions where the turtles are comfortable walking and living around.



The turtles in "Turts 'n' Maze" be like:

The game will have a third perspective view from which the players can only see the path of maze they are "turtling" on. So they have to explore and find the right way themselves while finding many wrong ones on their journey. The game will have a map common to all player of the same team and they can mark the path they are walking on and try to draw which path they came across which were closed or has which resources in it and update it on the map so that the other team members are also aware and the whole team can brainstorm about what the map actually looks like and how can they find their way through.

Winning the game:

The team which finds the way out of the maze first, with any one of its member reaching the finish point, wins.

Skills required and used in the game:

Focus, Logic, Team coordination, Leadership, Survival tactics, Patience, Alertness and Decision making.

Game Controls:

Controls will be arranged in a way that will look really very ideal and in a very sophisticated manner. Not too haphazard or bizarre. Not too crowded although there are many controls in this game. But the controls will be arranged according to the triggers or the things player comes across.

Walk or roll the wheels of skateboard: Moves ahead.

Hide inside shell: To hide from predators and hide the shine of key.

Hibernate: To gain lost energy levels.

Pick up. (resources found): Such as items or food.

Attack: Snatch key.

Defend: Defend from attack and buy time for other players to come after sending SOS.

SOS: Calls for help to the other team members in case of emergency.

Chew: Chews the gum.

Inflate: Inflates the gum to enjoy flying.

Use (Resources): Use the items like wood and bricks and stones.

Bag. (the resources bagged): See the menu of stored items.

Dig: Dig the sand to hide an item.

Talk: Talk to other teammates online.

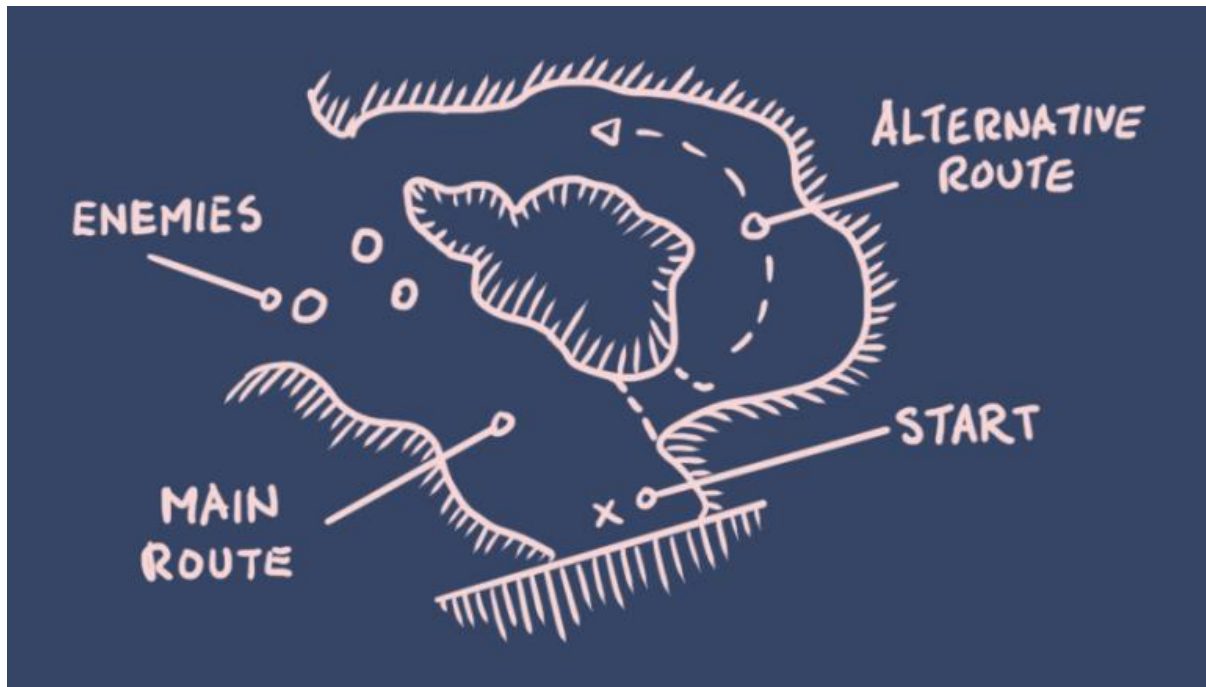
Mark: Mark your location on map or customize the map of maze.

Game Flow:

The game starts with the turtles of different teams at different corners of the maze and starting their journey ahead to find out about the various ways or paths in front of them to discover the truth of maze. They have to do this by figuring out or cracking the actual blue print of the maze to be able to get out of the maze. And they have to do this before the other teams does it and also they have to get out of it as well (at least one member of the team) while facing numerous challenges and hurdles. The players have to go to different paths individually to explore the maze in the fastest way and meanwhile as they come across with all the amenities, dangers, traps, locked gates, etc. on the path they are travelling, they have to mark it on the map for other team members of their team to know. Eventually they have to figure out the perfect way, which will be the easiest and shortest of all to go through and which can lead to the end of the maze.

Energy level/bar: Each turtle will have an Energy bar to them on their screen which will indicate how much energy is left and also make the player think of when should they start the search for food and water to be consumed.

Defend/Shell: On the way, many paths are covered by or are surrounded by predators of the turtle. *If the player doesn't have an alternate way, then to pass through that path, the player has to defend itself by going inside the shell whenever the predator is around.*



Key: The keys are in different colours and they are placed in the most unusual places in the maze and it would be a hide and seek to find them all. The different coloured keys will open the gates of the same colour. The keys shine. So whichever colour they are in, they will shine the same outward. And that is why at night time, it would be very difficult to hide the fact from other team players that the player has the key. And if they get to know anyhow from the shine that the key is with which turtle, they can bully and attack the turtle and snatch the key. Two turtles can snatch the key from a single turtle.

Day and Night: There will be different scenarios where some mazes are in daylight and the sun shining upon the maze but the other ones are at night time. Most of the time, both scenarios will occur one after one at regular intervals, so that you feel like you guys have been working from days to get outside the maze. Day and night transitions also bring different scenarios and difficulties and opportunities in the game. One being the key shining visibility.

Hibernation: A turtle when drains out of all the energy, not having the option of food around and if there was none, then the only way to regain is by hibernating for a few minutes. Hibernation can always only occur when the turtle is inside the shell. Meanwhile, the player can spectate its other team members in the game and figure out the maze map or lead around or guide around players.

Catapult: Teams can make a catapult device or machine and can throw stones at the other members of opponent's team. They can also be mainly used for finding the way out when it's getting too difficult or the time is at short. 3 members are needed to make a catapult work with the resources available. 2 will pull the string and the third one will sit on the device plate which will be launched. The two turtles will leave the rope together and then the turtle sitting on the plane will fly high and will be able to see the overview of the maze but it will be a very short time, maybe a second of whirling over. The turtle will fall far away shelling itself from the fall but the player can then update what they saw on the map. Although making a catapult will require some time and it depends how the teammates use it.

If the teammates are at the verge of finding the last key, then they can make a catapult then and there and make a team turtle fall on the other side of the closed gate and the team can actually win, cuz one member got away from the maze.

Condition: One thing or fact about the maze would be that if two paths are closed consistently then the adjacent third path will not be and will have a way ahead or a closed gate to open with a key of the same colour. By this rule, the teammates can figure out paths faster.

Fly Gum: When there's a deep chasm or ditch between paths so to cross that there is a magic fly gum which consists of the capability of letting a turtle swirl with it when it's inflated. It will be used to go from one path to another. But you can't fly up with it and maybe see the maze's overview but just remain constant in the air and push back with your turtly hands to give you a slight acceleration ahead towards the next path or on a plain land.

Dig: Turtles can dig and hide keys and more resources into the sand. And mark them on maps for teammates. This is done to hide the amenities from the opponents.

Enemies:

The biggest enemy is the opponent itself but there are various others:

Crabs: They walk sideways and cover a particular path and move on that path from left to right and vice versa.

Dolphins: In the water dolphin when at the surface of water like the turtle can eat them, so players better avoid them.

Sea birds: the sea birds eat the small turtles.

Sharks: A big danger on the surface of water.

Fire Ants: They are a pain for the turtles.

Lizards: They eat turtles and also their eggs.

Turtle's needs/ Survival resources/Items:

Food-

Leaves: The player can have a little boost of energy as the turtle can bit and chew up the leaf it found on the path and increase the Energy bar.

Water: There would be some drops here and there in the maze and the turtle has to drink it in order to stay away from thirst, i.e. drain of energy.

Snails: There will be these little cute slower than turtles but faster than sloths creatures around maze and the turtle has to eat them to have a big boost of Energy level.

Jellyfish: They can be found underwater.

Others in food:

Insects

Worms

Small fishes.

Grass

Flowers

Cactus.

Resources:

Woods/Bricks: There would be plain woods and bricks lying around in the maze and turtles need them to mark their ways wherever they came from, or they can also need them when there is a requirement of upscaling there reach at a certain height. For eg.: if the gate's keyhole where the key has to be fitted in, is at higher height, then the turtle can place the bricks and stand on it.

Ropes: They help to tie paths with bells for alert of the upcoming of a foreign turtle near the team. Also used to make catapult.

Stones: Used to target the enemies to hurt them.

Map clues: Hints of the correct paths ahead.

Coins: In game purchases.

Blades: To make a trap or hurt enemies.

Torch: To find resources at night time.

Bells: To make an alert whenever a turtle crosses a path, as a trap.

Fly Gum: A chewing gum which the turtle can chew and inflate for crossing deep chasms or ditches.



Open Game Design Chart of Turts "n" Mazes

Concept:

Multiplayer concept:

There will be teams of at least 3 members and they have to find the correct way together going across the maze individually in different directions as per need.

The player would be able to connect through LAN or group's username online. They will be able to talk to them.

Visual Style/Sound effects/Design idea:

The game would be fully Aesthetic, Low Poly and super Cute in a variety of ways. The turtles would be in a nutty kind of mixture of hard and soft texture. With their shells being hard and the body laid out to be soft. And the resources like Stone, Bricks, Leaves, Enemies, etc. would be all smooth with a glossy texture span and having a varied and defined approach keeping the game as light as possible. The maze would be sharply emphasized in terms of contrast and white balance and colour proportions giving it a vivid vibe, after all it's the 'borderline' of our game. The environment will have a melodic touch following a weathery and soothing pattern and rhythm. The lighting and particle systems used won't be much nosy. The game would look like a minimalistic attribute to the general environment if compared but also would be suitable for kids and family aesthetics.

There would be other creatures too as per the environment such as flying beautiful butterflies, hopping frogs and fast and sharp dragon flies.

Sound would be an ASMR to the ears of an adult. Heavily concentrated for the bubbly variations in the indexes and SFX would be soft and fragile. Environmental noise would be as natural as possible.

Updates:

There will be various tasks which will be introduced when the turtle is on its way to find a key or open a gate meanwhile.

There will be other enemies and amenities that will be brought to game further in updates.

There will be a story mode gameplay for the turtles as a campaign to help people understand their life and life cycle in a better way. In a better playable way.

Unique selling points / New experiences:

The uniqueness in the game is from various brainstorming real life battles and competency and at the same time, the team mates are also working together to come across with the amount of resources they have with them. The thing that is the most unique and different about this game is that various organisms and resources come together to depict a single life of a creature. The mix of Teamwork, puzzle brainstorming, every player has their own role, the ability to attack and defend ones team and being independently walking around having no other choice battling for finding a way ahead as fast as possible with one of the slowest organisms and that too on a skateboard, is what makes this game a crazy loving ride.