SILLY SEATING SHOWDOWN

[GAME DESIGN DOCUMENT]

"Sit down and run."

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1. Short Pitch

"Step into the hilarious world of 'Silly Seating Showdown' where racing meets wild fun. Race on crazy chairs, like rocket-powered recliners and bubble bath beauties, through tracks filled with quirky challenges. Use funny power-ups to outsmart your opponents, whether you're racing alone or with friends. It's all about having a blast and aiming to reach the finish line with a big smile on your face. So, get ready for an unforgettable racing experience that's all about laughter and good times!"

2. Product Vision / Concept - Design Pillars

a) Unique Selling:

Absurd Chairs: Players can race on unconventional chairs, like rocket-powered recliners, bubble bath chairs, wheelchairs, and wheelbarrow chairs.

Comical Power-Ups: Unleash mayhem with power-ups like the Cluck-A-Doodle-Doo Cannon and Madness Rampart.

Hilarious Track Design: Silly tracks like chair marathon,

Genre: Hybrid Casual | Runner.

Target Audience: Casual Players mostly.

3. Core Mechanics

Players control their chairs with touch/swipe controls, racing to the finish line while utilizing comical power-ups.

- Tilt device left/right to move.
- Swipe up to jump.
- Swipe down to duck.
- Swipe left/right to turn.

4. Key Gameplay Features

a) Interaction with Characters and World:

- Players control the direction and abilities of their chairs through touch or tilt controls.
- Multiplayer modes enable friends to engage in chaotic and humorous races together.
- Interactive NPCs populate tracks, adding unpredictability and humour.

b) Actions for Success:

- Success in the game involves skilful chair handling, effective use of power-ups, and strategy to outsmart opponents.

c) Clear Win/Fail Conditions:

- Win by crossing the finish line first or lose when opponents cross the line before you.

5. Core Loop & Main Player's Objectives

Core Loop:

Main Objectives:

i. Short Term:

- Win races to unlock chairs, power-ups, and customization items.

ii. Medium-Term:

- Participate in themed events and power-up tournaments to earn special items and in-game currency.

iii. Long-Term:

- Climb the leaderboards and become the ultimate silly chair racing champion.

6. Special Items in the Level

Some of the special items in the levels include:

- Banana Peels that provide a temporary slippery-ness to the player it was thrown at.
- Giant rubber chickens that act as obstacles or projectiles.
- Oversized marshmallow clouds that offer a bouncy shortcut.

7. Unlockables

Unlockables in the game comprise:

- A vast variety of absurd chairs:
  - Throne
  - Bathtub
  - Funky chair
  - Medieval chair
  - Gaming Chair
  - Rocket powered recliner.
  - Upside down chair
  - Long chair with boots.
  - Harry potter broom
- Customization items (only visual):
  - Hats:
    - Big rubber ducky hat.
    - Crown
    - Joker hat
    - Police hat.
    - Balloon in hand.
    - Halo: A halo above the chair.
    - Bull horns: Horn on both side of the chair.
  - Trails:
    - Rainbow trail
    - Bubble trail
    - Rubber ducky trail.
  - Hangers:
    - Giant lollipops hanging from chair.
    - Giant underwear flag

8. Characters

The game features a roster of eccentric characters, each with their own quirky personality and humorous one-liners.

- Mad scientist
- Plumber
- Carpenter
- Dead body
- Cowboy
- Fat aunty

9. Story

"Silly Seating Showdown" is set in a whimsical world ruled by a *comically tyrannical regime* that has *banned* all forms of *transportation* except *chairs*. The player takes on the role of a rebellious character who aims to escape the regime's absurd restrictions. The storyline unfolds through witty dialogue and interactions with other eccentric characters, adding a satirical layer to the game's light-hearted narrative.

10. Theme

The theme is all about absurdity and laughter. It embraces the unexpected, with an array of outlandish chairs, exaggerated physics, and whimsical power-ups that create a world where unpredictability and fun is what you will find. The theme captures the essence of comical chaos and provides a unique and light-hearted gaming experience.

11. Progression

As players advance in the game, they participate in themed races and unlock additional chapters in the satirical storyline. Each chapter presents new and humorous challenges, leading to uproarious encounters and uncovering the mysteries of the comically tyrannical regime.

Player has a progression level that fills as the game is played over and over again. This bar has levels which are to be used to buy customizable items and powerups.

The progression in " Silly Seating Showdown " involves unlocking an ever-expanding roster of chairs, power-ups, and customization items by winning races and participating in themed events and tournaments.

The challenge lies in mastering the unique abilities of each chair, strategizing the use of power-ups, and navigating the whimsical tracks. The game's interactive NPCs and dynamic track hazards add layers of unpredictability, keeping the gameplay fresh and engaging.

The increasing difficulty of themed races and the competitive multiplayer modes ensure that players are continually challenged as they aim to climb the leaderboards and achieve the title of chair racing champion.

12. Gameplay

The gameplay of "Silly Seating Showdown" centres on fast-paced and comical chair races. Players must utilize their chosen chair's unique abilities and master the art of using power-ups to navigate tracks filled with obstacles and surprises. The game's interactive NPCs contribute to its unpredictable nature, and multiplayer modes provide the opportunity for friends to engage in hilarious races together. With engaging and laughter-filled gameplay, "Silly Seating Showdown" keeps players entertained and coming back for more.

13. Game Mechanics

- Players with their respective chairs gets spawned on the track and a timer of 3 seconds goes off.
- All the chairs start normally until they collect powerups and the chaos begins.
- Players must use swipe controls to avoid and overcome obstacles.
- As soon as a powerup is collected, players can touch the icon appeared to use it.
- Whoever reaches the finish line first wins.

14. Items & Power-Ups

"Silly Seating Showdown" features a delightful array of power-ups and boosts.

- Sabotage power-ups:
    - Banana peel: Can throw banana peel on the platform.
    - Butter Slide: Player will slide in random direction when thrown at.
    - Rocket: Opponent will go in air, blasts and get respawned.
    - Magnetizer: A device when activated, makes opponents attract towards each other.
    - Cushion throw: Player can throw cushions at opponents to slow them down.
    - Chains: Player can give chains to random player to slow them down for a while.
- Boosts:
    - Trampoline: Player can make a high jump once to jump over an obstacle or large gaps.
    - Rockets: Rockets attached to the player chair to give a boost.
    - Invincible Potion: Player won't get affected from opponents' powerups while activated.
    - Umbrella: Player fall on ground slowly after jumping.
    - Glider wings: Player fly for a small amount of time avoiding all obstacles and opponents' powerups.

15. Losing

In " Silly Seating Showdown," losing occurs when *one's opponents cross the finish line before them.* The comical nature of the game ensures that even in defeat, players find themselves laughing and motivated to improve their chair racing skills for the next race.

16. Level Design

Level design in "Silly Seat Showdown" focuses on creating tracks that are both amusing and challenging. The tracks are designed to provide a balance of humour and strategic gameplay and the goal of level design is to ensure that every race is a memorable and laughter-filled experience. Some of the tracks are:

- Chair marathon
- Circus with all the crazy equipment.
- Parks ad rides.
- Water Slides

17. Art Style

The art style of "Silly Seating Showdown" is whimsical and colourful, reflecting the game's comical nature. Character designs are eccentric, and the chairs come to life with unique and exaggerated features. The tracks are a visual playground, with absurd obstacles and a vibrant colour palette that adds to the game's light-hearted atmosphere. The art style is a key element in creating a visually engaging and laughter-inducing gaming experience.
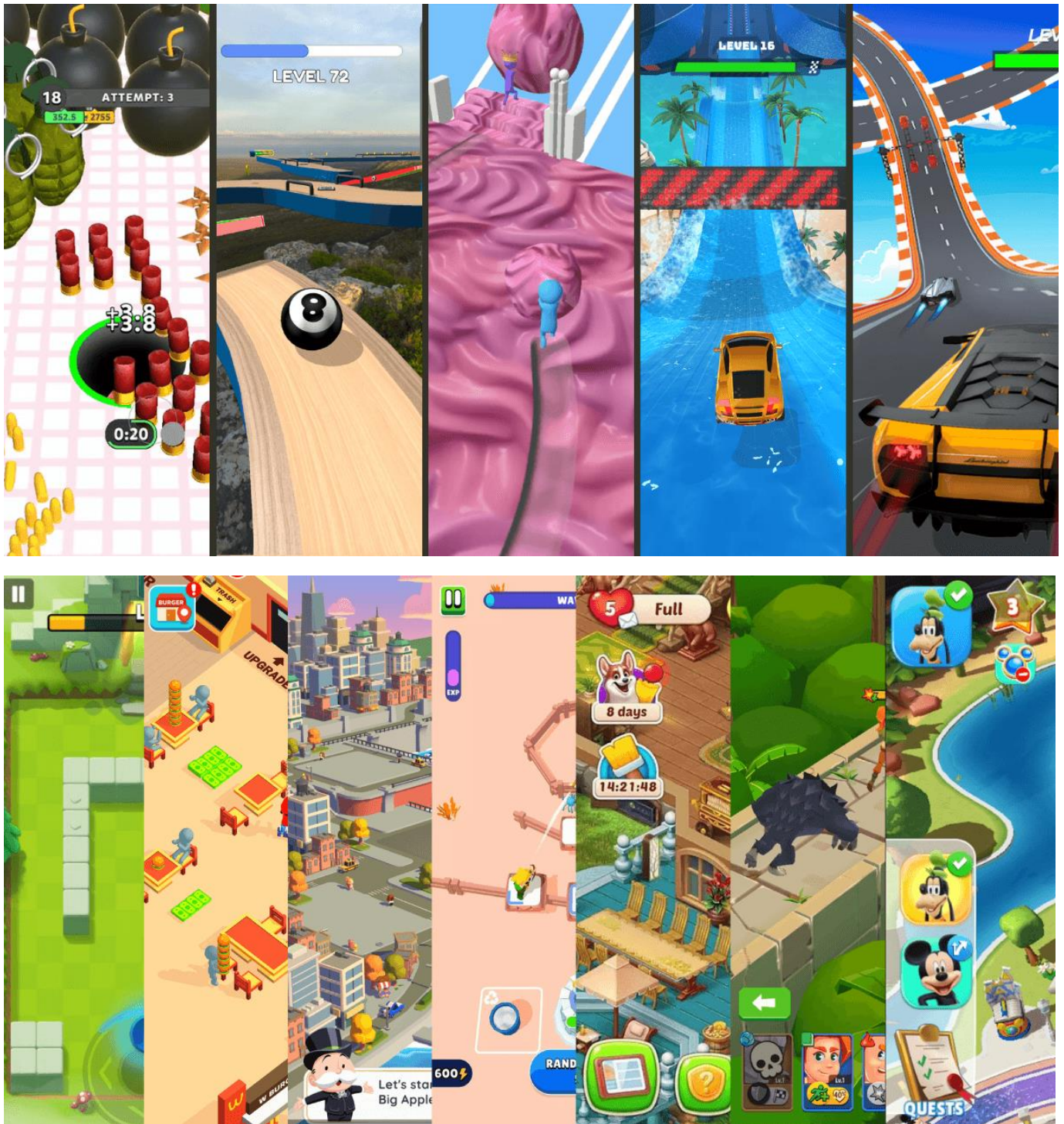
18. Music & Sounds

The music and sounds in "Silly Seated Showdown" should be designed to enhance the game's comedic atmosphere. Upbeat and whimsical tunes accompany races, providing a lively and entertaining backdrop.

Sound effects are exaggerated and humorous, with rubber chicken squawks, banana peel slips, and comical power-up sounds.

19. Technical Description

- Game Engine Options
  - Unity Engine
  - Godot
- Platforms, the game will be available on:
  - iOS
  - Android
- Project management tools.
  - JIRA
  - Perforce for storing code and assets.

20. Marketing & Funding

Promotional materials, including trailers, social media campaigns, and interactive demos, will highlight the laughter-filled gameplay and encourage players to experience the zany world of chair racing. Funding for the game's development will be obtained through a combination of crowdfunding and potential partnerships with publishers or investors who see the potential in a unique and entertaining gaming concept.

- Prototype the first level and launch a Kickstarter campaign where we show that level.
- Try to land a publishing deal.
- Is there any Government funding we can apply to?
- Create a press kit and send to gaming news websites.
- Start a YouTube Channel and post development diary videos.

21. Demographics

"Chair Chaos" targets a wide demographic of players, including casual gamers looking for light-hearted entertainment and dedicated gamers seeking a unique and strategic racing experience. The game's accessibility, intuitive controls, and humour make it appealing to players of all ages.

- Age: 12 to 50
- Sex: Everyone
- Audience: Casual players mostly

22. Platforms & Monetization

Initially: Free android app with in-game ads, and paid version without ads.

Free iOS with ads. Paid iOS version without ads.

In game purchases.

23. Localization

Initially English. Later update with: Hindi and other local languages.

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