

DRAGONMITE



A cluster of overlapping, semi-transparent geometric shapes in shades of red, green, blue, and purple, resembling stylized leaves or petals, located in the top-left corner of the slide.


OVERVIEW

Overview

- Genre: Puzzle.
- Camera: 2D – Fixed camera.
- Game session: Short (5-10 mins)

Concept

A puzzle battle that inspired by Dynamite!, Bubble Bash, Puzzle Bobble & Tetris 99.

A cluster of overlapping, semi-transparent geometric shapes in shades of grey and light blue, resembling stylized leaves or petals, located in the bottom-left corner of the slide.

A cluster of overlapping, semi-transparent geometric shapes in shades of blue, green, and red, resembling a stylized star or a group of triangles.

OVERVIEW

How does the game derive inspiration from Puzzle Bubble?

- Dragonmite is an **action puzzle** game.
- Players are trying to **breaking multiple objects** to **slow down defeat** and **punish opponents**.

How does the game derive inspiration from Dynamite?

- Dragonmite uses **eggs** as objects to play.
- Users **interact with dragons** similar to dinosaurs.

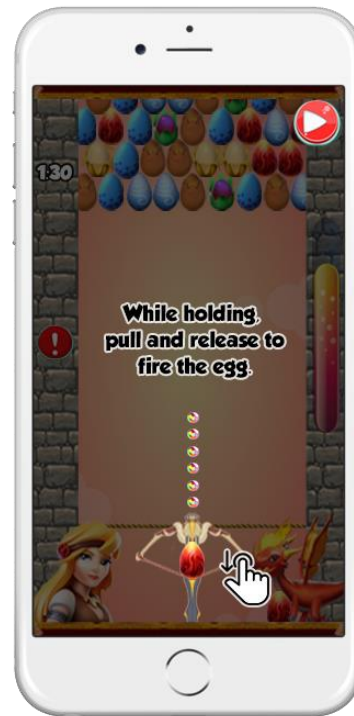
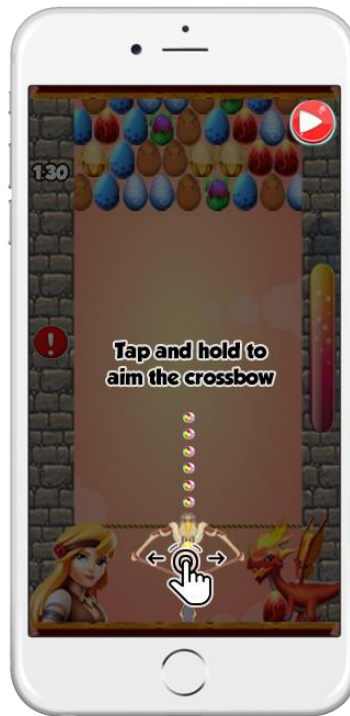
How does the game derive inspiration from Tetris 99?

- Given enough time, there will be **more player playing at the same time** in a **battle royale** mode.
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- A cluster of overlapping, semi-transparent geometric shapes in shades of blue, green, and red, resembling a stylized star or a group of triangles.

OVERVIEW

Control

- **Hold to aim** the launcher left or right.
- While holding, **pull back and release to fire**.



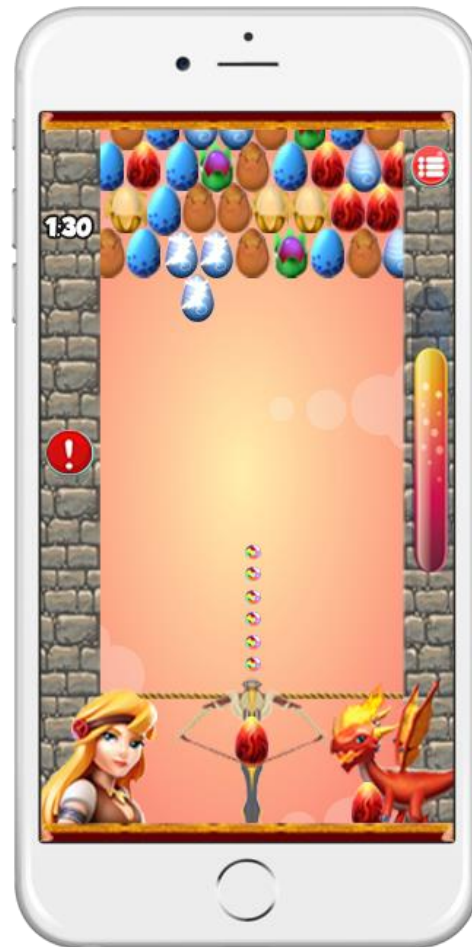
OVERVIEW

Camera

- Fixed 2D camera, rectangle field.

Win – lose condition

- Win condition: Being the **only player remain playing** in a match.
- Lose condition: Any **egg crossing the bottom deadline**.



A decorative graphic in the top-left corner consisting of several overlapping, semi-transparent geometric shapes in shades of blue, green, and red, resembling stylized leaves or petals.

GAMEPLAY

Gameplay objective

- The objective of the game is to clear all the eggs from the field without any egg crossing the bottom line.
- By clearing the eggs, player will delay their inevitable defeat and make other player reach their deadline faster.

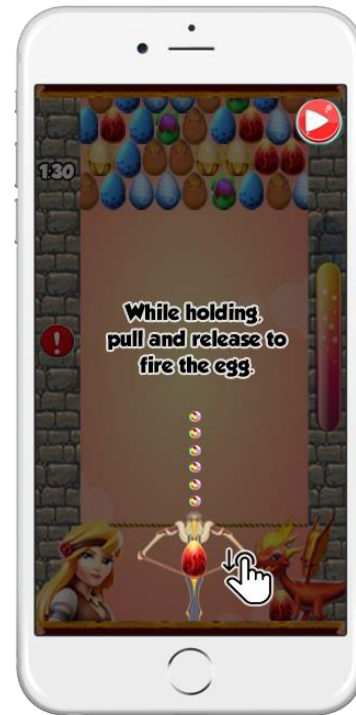
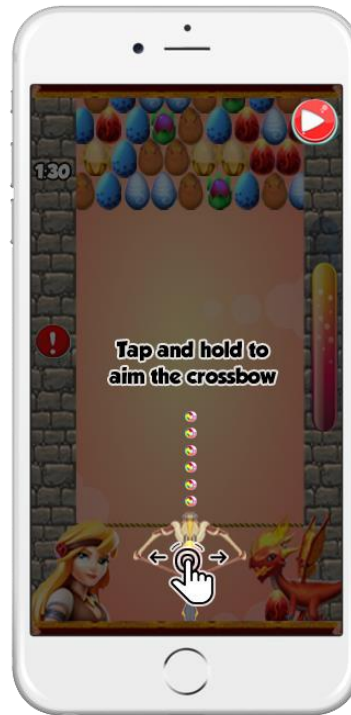
Game mode

- Classic: break eggs to send trash attack to enemy field.
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- A decorative graphic in the bottom-left corner consisting of several overlapping, semi-transparent geometric shapes in shades of blue, green, and red, resembling stylized leaves or petals.

GAMEPLAY

Game subject (Crossbow)

- The crossbow rotate left or right on x axis based on player input
- The max angle is $-X^{\circ}/X^{\circ}$ (should be between $-170/170$)
- The crossbow can't rotate backward
- Eggs will fire automatically if the player remains idle.





GAMEPLAY


Game subject (Egg)

- The fired eggs travel in straight line (possibly bouncing off the sidewalls of the field), stopping when they touch other eggs or reach the top of the arena.
- If an egg touches identically-colored eggs, forming a group of three or more, those eggs—as well as any eggs hanging from them—are removed from the field of play.
- The more eggs removed in by one shot, the more “energy” added to the power bar. Fill in the power bar is required to send “trash eggs” attack to the other players.
- Special eggs:
 - Power eggs: break all the eggs same color with the one it hit, if hit between 2 eggs, it will choose the right egg color for its effect.
 - Rainbow eggs: count as any bubble color when firing.

A cluster of overlapping triangles in shades of blue, green, and red in the top-left corner.

GAMEPLAY

Game subject (Field)

- Round begins with a new pattern of eggs to clear. The pattern is randomize for each player.
 - There will be 3 rows of eggs spawning in the beginning.
 - After every few second, the "ceiling" of the playing field drops downwards slightly, along with all the eggs stuck to it.
 - Every time the field drop, it adds 1 row of eggs. The row has maximum 5 eggs placing at random position in that row.
 - The closer the bubbles get to the bottom of the screen, the faster the music plays and if they cross the line at the bottom then the game is over.
 - Egg field will get faster as time goes by (minus xx second every yy minute)
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- A cluster of overlapping triangles in shades of grey and light blue in the bottom-left corner.

GAMEPLAY

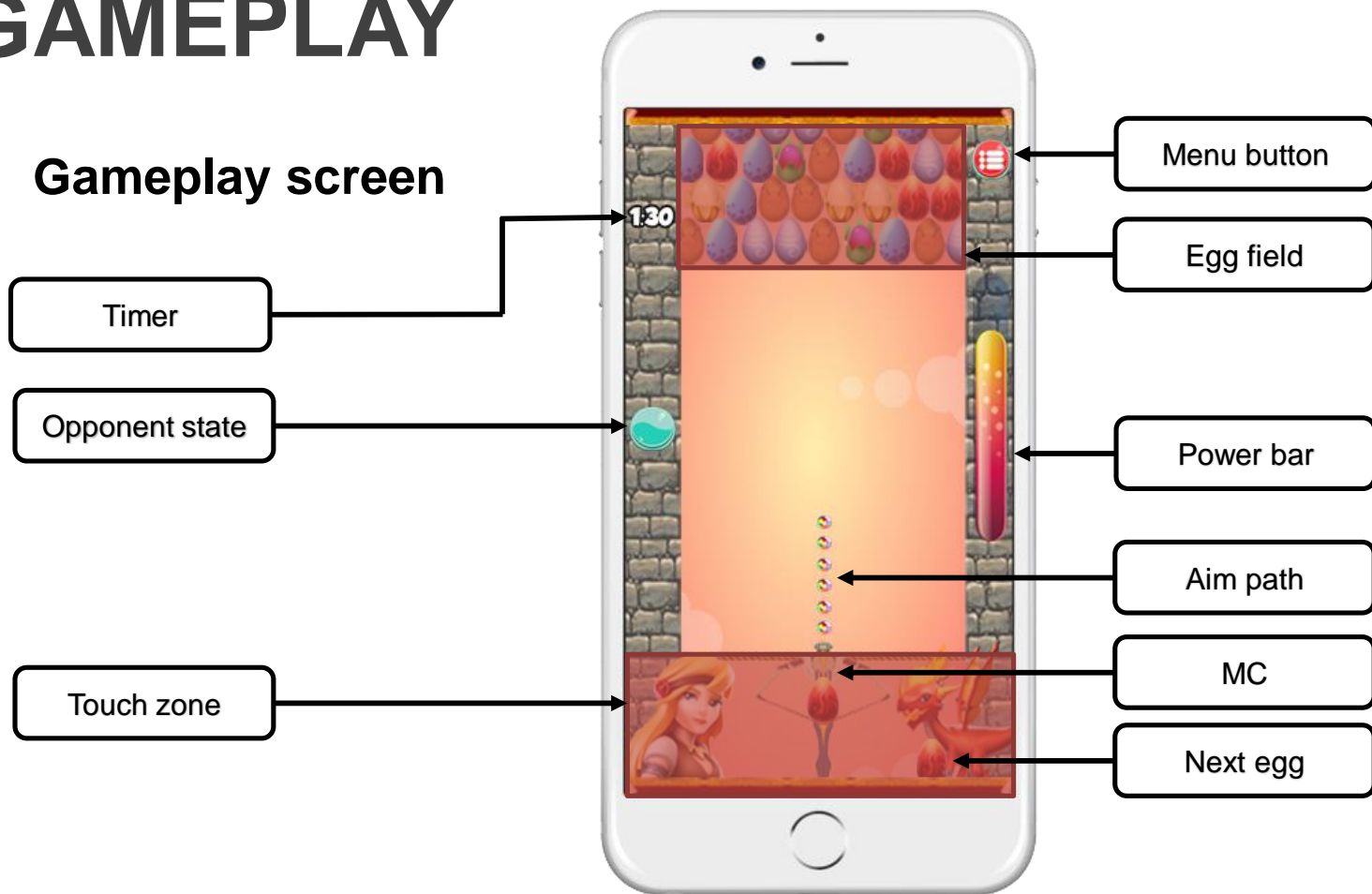
Game subject (Trash and power bar)

- Trash attack occurs when the power bar is full
- When that happen, the power bar is depleted and a projectile will fly into the opponent button.
- On opponent side, 5 random colors egg will added to the field, on the first eggs row in the bottom at random location.
- Keep sending trash attack to stack up the eggs in the opponent field and end the game.



GAMEPLAY

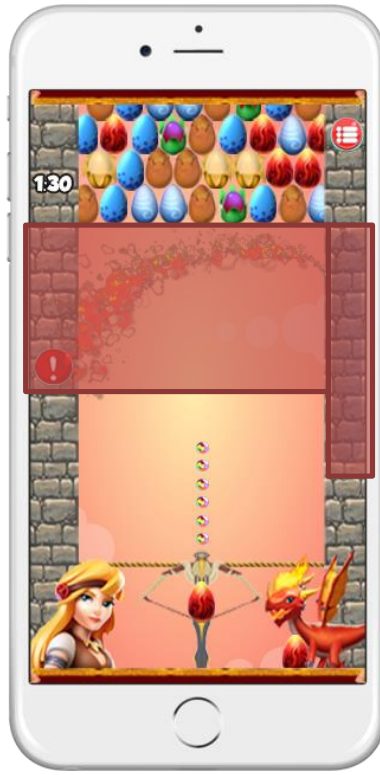
Gameplay screen



GAMEPLAY



Eggs break &
power gained

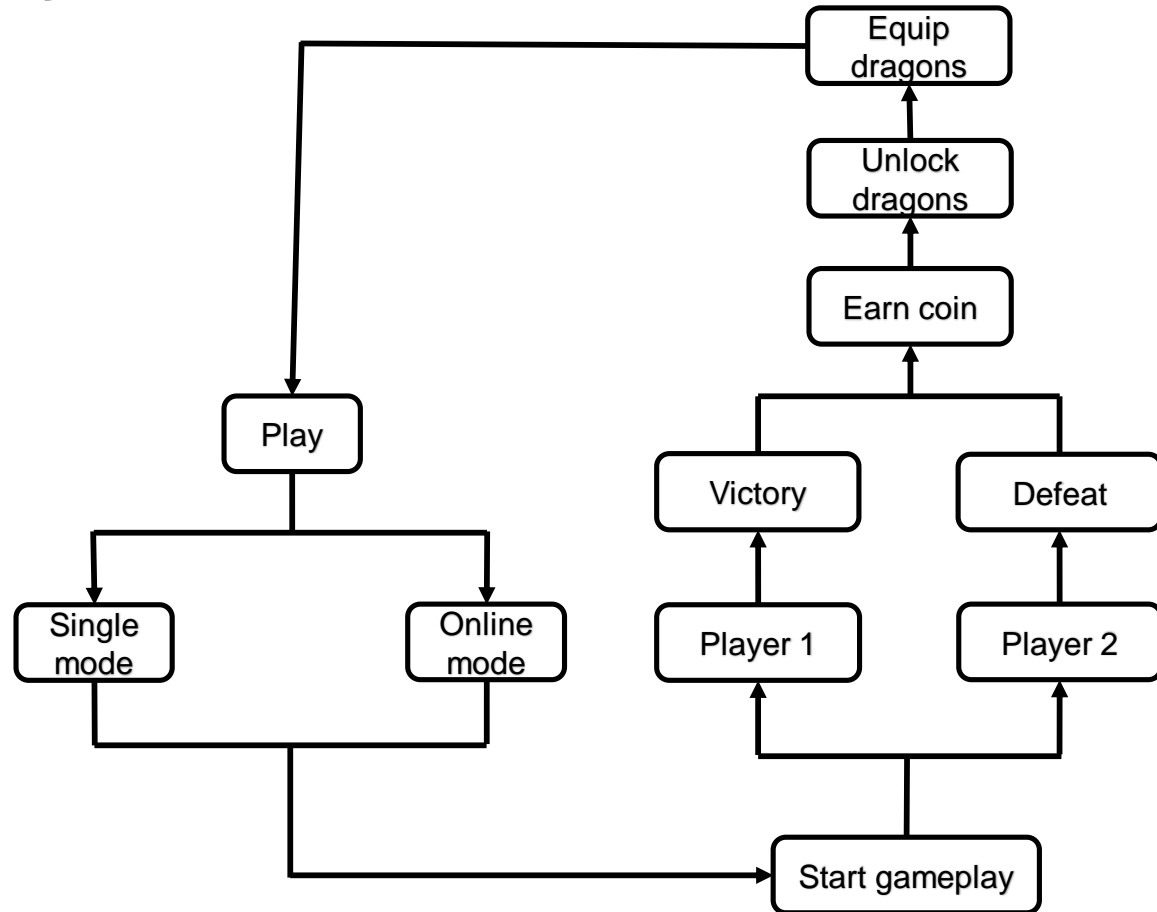


Full power will send
trash attack



You win when enemy
field reach deadline

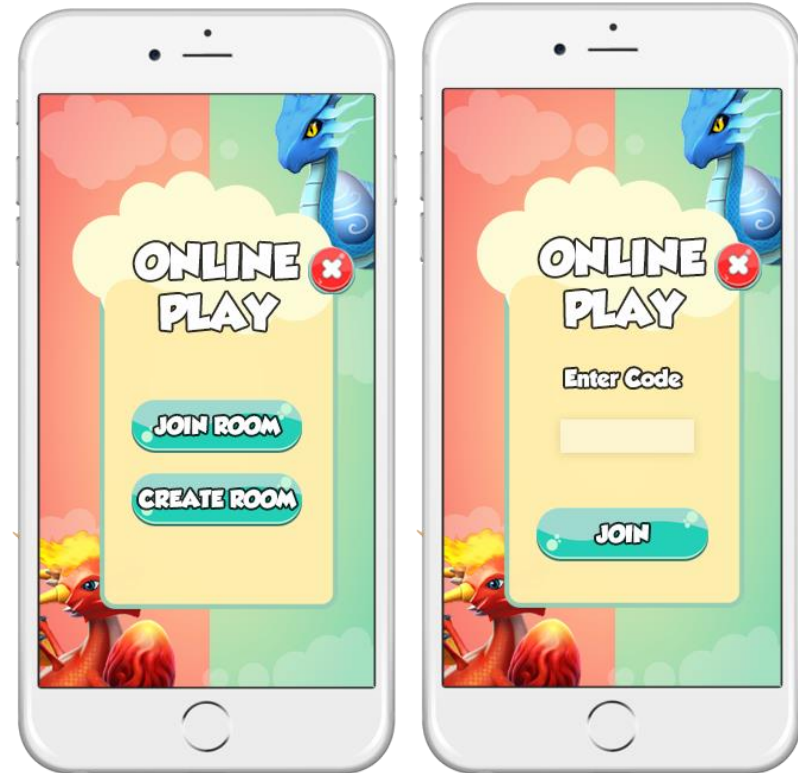
Gameplay loop



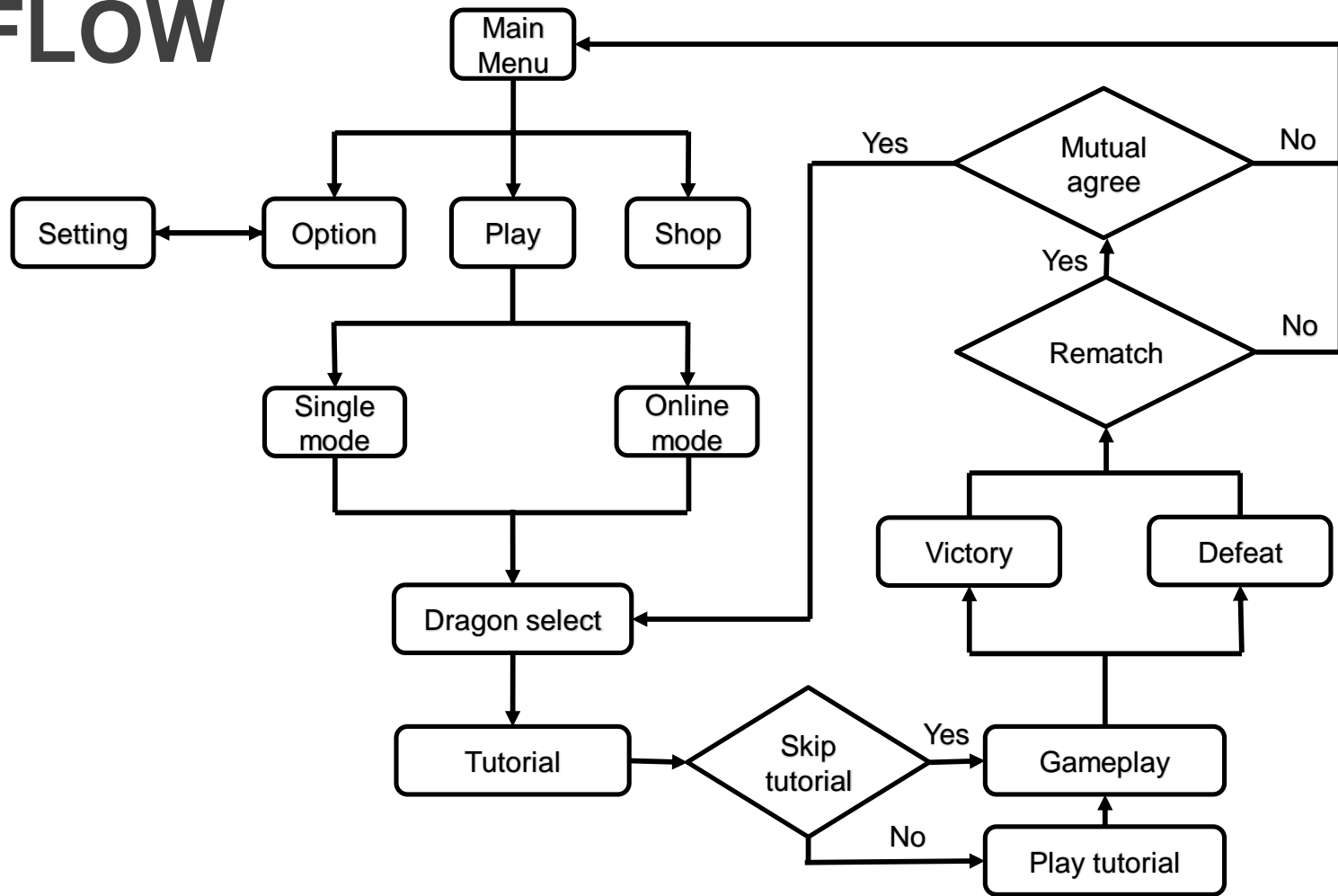
ONLINE FEATURE

Game feature

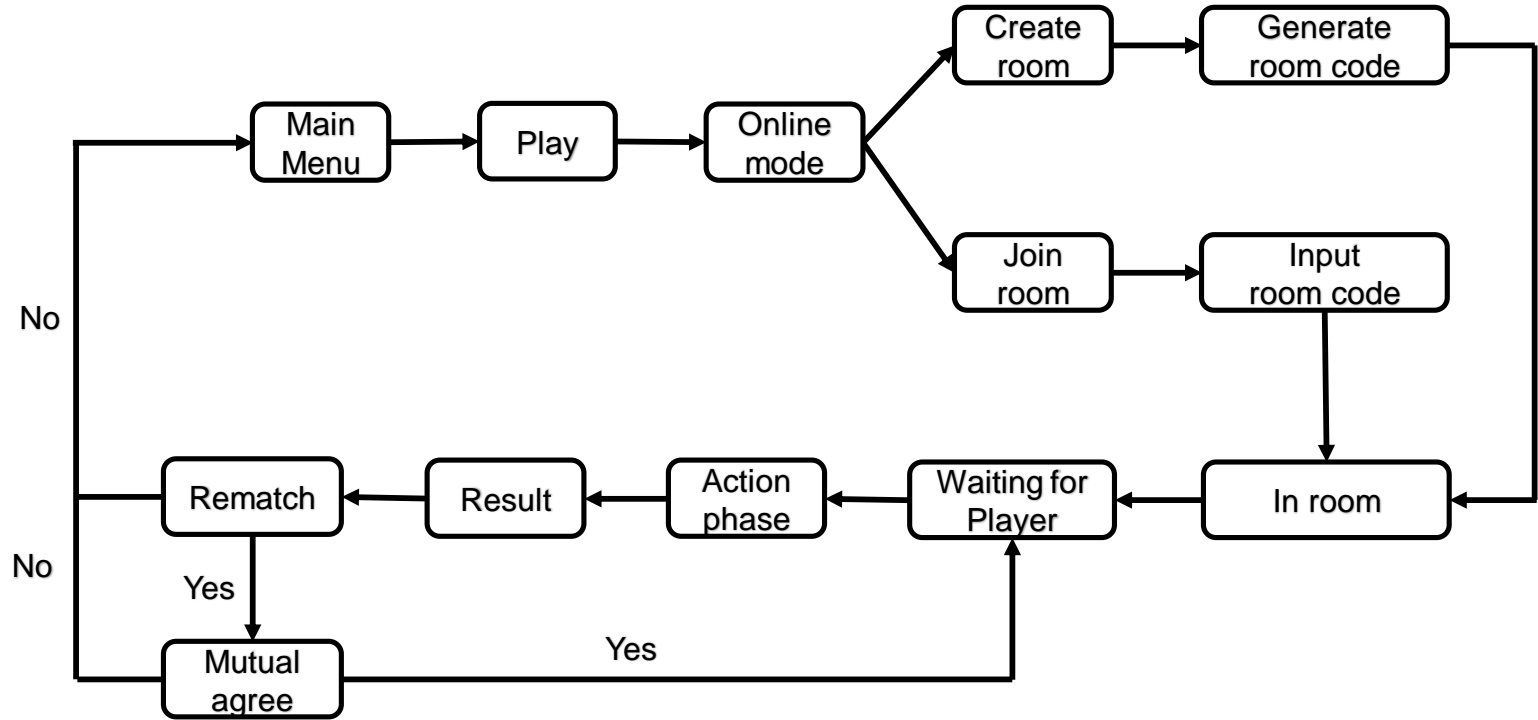
- Game will offer PvP in real-time for 2 players.
- Player will use a room-code system to match make.
- In multiplayer menu:
 - Create room: will generate a room code to share to other player.
 - Join room: player can type in the room code to access the room.



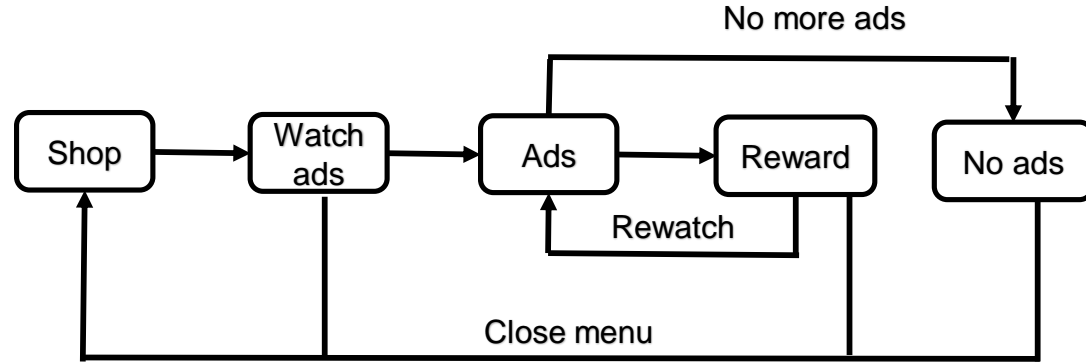
FLOW



ONLINE FLOW



ADS FLOW




A cluster of overlapping geometric shapes in shades of blue, green, and red, resembling stylized leaves or petals, located in the top-left corner of the slide.

SHOP

Content

- The shop will sell dragon skin according to elements.
- Each skin is attribute to a tier, higher tier will be prettier and more expensive.
- Skin serve as cosmetic and offer no gameplay advantages.


Ads

- Player can watch ads to earn coin.
 - The number of ads player can watch per day is 3.
 - Each ad offer 10 coins.
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COMBO METER


Combo	Percent fill in Combo meter
3 eggs	5%
4 eggs	7%
5 eggs	10%
6 eggs	14%
7 eggs	19%
8 eggs	25%
9 eggs	32%
10+ eggs	40%





COMBO METER VISUAL


% Gained	% Appear in bar
0%	0%
1 – 10%	10%
10 – 20%	20%
20 – 30%	30%
30 – 40%	40%
40 – 50%	50%
50 – 60%	60%
60 – 70%	70%
70 – 80%	80%
80 – 90%	90%
90 -100%	100%





DIFFICULTY PROGRESSION

Minute	Time interval	Total time minus
0	10 seconds	0 second
2	9 seconds	1 second
4	8 seconds	2 seconds
6	7 seconds	3 seconds
8	6 seconds	4 seconds
10+	5 seconds	5 seconds





REWARD

Winning

Number of Win	Coin earned	Coin bonus by rank	Total Coin bonus (from 1 st win)
1	30 Coin	0 Coin	0 Coin
2	50 Coin	20 Coin	20 Coin
3	80 Coin	30 Coin	50 Coin
4	120 Coin	40 Coin	90 Coin
5	170 Coin	50 Coin	140 Coin
6+	250 Coin	80 Coin	220 Coin

Losing

Losing is granted 5 Coin as compensation, regardless of streak. Reset winstreak.



THANK YOU

