**Team XCGAN Game Concepts**

### **Type of game**

* Area fighting (vehicles?)
* Tron/snake style (cutting off other payers with trails/lines, **trains?** Scale up with carriages and different models, pick up passengers to increase carriage line **garbage ball?** Collect trash and grow, consume smaller players garbage balls, **sausage dogs?** Eat treats to grow longer,)
* Maze style (chase players around a maze area, try to destroy other players)
* High Scores, for the single instance or every session ever played on the game (all time)?

### **Concept**

### Train Game

* Players look to collect passenger icons to grow train carriages in a large arena
* Players look to cut off other players with their carriages in order to destroy them and pick up their passengers to further grow their own train
* Lobby leaderboard that keeps track of the player with the most ‘passenger points’
* There will be obstacles like building/ hills that create more variation in chases between players.
* Respawning passengers so there isn’t a drought where players cannot collect any more due to another player collecting them all.
* No train track system to prioritise fun/freedom over restricting the player.
* Different train colours to differentiate players, or have train names chosen by the player.

#### Website

* Login page: ability to sign in to a previously established account, button to lead to a new user page
* Register new user page, identical in look to login page with inclusion of confirm password box
* Main Menu page : displays high score leaderboard, personal high / previous game scores, play button that allows user to join a session, \*i\* icon to display pop up window with game info
* Game page- window containing actual game
* Colour palate: Blue + Yellow + Black/ Peach + Yellow + Black

#### Game

##### Player mechanics

* Make the train move using arrow keys
* Player is always moving, user controls direction
* Player can collect passengers/carriage by moving over their icon
* Player is assigned random colour when joining game to differentiate from other players

##### Passenger icon

* People icons move
* Icons disappear upon pick up by player
* Spawn new people after a certain time frame

##### Collisions

* When the player collides with an opponent's train, the player is destroyed and their passengers are dropped to be poached by other players
* When a player collides with an obstacle, the player is again destroyed dropping their passengers
* When a player collides with their own carriages, they are again destroyed and drop their passengers
* When a player is killed all of their carriages/people become available for other players to collect (e.g if a player has a score of 22, they may drop 4 carriages and 2 people)
* Upon destruction, a player is shown a ‘death’ screen and spawned back into the game to restart process

##### Score

* Ensure that the score is increased when a person is picked up
* If a player is destroyed, their score is reset to 0
* The player with the most amount of passengers at the current time will be at the top of the leaderboards
* The player with most passengers at the end of the game is the winner
* The game will keep track of what player had the longest carriage over the games run and display the user’s name at the end as a special mention

##### Game over

* Game has time limit and ends with a winner
* Winner is displayed on the game over screen
* Special mention to the player who got the most amount of passengers at one time over4 the games run is also displayed
* Button to return to menu

##### Profile data

* Unique ID, Username & password
* Register account (keep track of personal high scores)
* Put high scores on the leaderboard even if not registered?