

“Jello-Jam Rampage” Proposal:

Basic Gameplay:

- You play as a human(oid) who wants to gather enormous amounts of jello.
- There are jello enemies that are trying to prevent you from collecting jello.
- Various challenges around the map allow you to unlock more jello (and different jello types).
- You are trying to gather the necessary jello ingredients to craft the **ULTRA JAM**.

Core Mechanics:

- Evil jello NPCs attack you in various ways, and when they die, they drop ingredients for your delicious **ULTRA JAM**.
- There are different types of jello NPC enemies that each behave differently.
- The player attacks by shooting projectiles (the exact nature of projectiles is currently undecided).
- The player is constantly killing jellos that are coming against the player. The jellos mainly perform contact damage, but there could certainly be a few jellos NPC types that have more tactical methods of guarding their territory and/or attacking the player.
- The player can collect ingredients to refill their weapon's storage tank.

Rules:

- Do not touch the jellos (unless you are collecting their dead remains).
- Your gun has an acid jello tank, which holds acid (fuel) for shooting.
- Once the necessary ingredients are gathered, the final **ULTRA JAM** can be crafted and the game ends.

Characters:

- Player: Humanoid with standard movement capabilities. The player also has a gun.
- Jello: Squishy cuboid with unique physics/particle components.
 - Each jello color will have different behaviors, attacks, health, etc.
 - Jellos will primarily attack with their body, but some jellos may shoot projectiles and/or spawn more jellos.

Objectives:

- Kill jello enemies to collect jello ingredients.

- Craft the **ULTRA JAM** by collecting enough jello from enemies and reaching the life-blood (gelatin) of the jellies from the pool of gelatin at the end, guarded by a final boss.
- Kill more jello to improve self-esteem. It really improves one's mood and outlook on life, you know?

Narrative:

- You are a young struggling jam salesman who has been unable to get a big break. You hear of a mystical land of jello creatures (of tasty variety); upon traveling to the land, you quickly discover that the inhabitants are quite opposed to you developing a jam recipe with certain "ingredients". Despite the opposition, you are solely focused upon harvesting the innocent jello creature's innards to create the most whimsical and scrumptious jam from their vital organs that have ever been tasted.

Your quest is not without difficulty though. The natives provide a fierce defense for their natural resources and will not take lightly an outsider slaying the tribes. You are not the first to attempt such a bold quest, and you might not be the last...

Work Plan:

- Create the Player Controller (animations, physics, interactions).
- Build beautiful terrain with vast amounts of greenery (probably unity's terrain system?).
- Find a way to animate the jello.
- Deadly liquids (definitely use a pre-built system).
- Team specialties:
 - David: Enemy & friendlies AI behavior. A* needed (use the existing Unity package most likely).
 - Sean: Player control and behavior.
 - Ivan & Keely: Level/terrain design and behavior.
 - Jade: Interactions with the world (jello screaming sounds, particles, etc.).