GameDesign_ChuggaChuggaCho

Controls

- Mouse hover: Check the attack range of an unit.
- Left mouse click: choose, aim and interact with UI.
- Botton E: shortcut for certain character`s special skill

Features list

- Locomotive: The locomotive has HP. If the locomotive get destroyed, this level end and player lost.
- Carriage: Each Carriage can and only can hold one passenger. Carriages have HP. If get destroyed, carriage will explode and drop the passenger.
- Railway switch: Pulling a railway switch will change the direction of the train.
- Passengers: Player can put collected passengers on the train. Passengers will attack nearby enemies. Some passengers have special skills.
- Special skills:Special skills provided by passengers will displayed on the bottom left of the screen and called by shortcut.
- Enemies: Enemies will attack the train, which will lower the HP of the train.

Juice plan

- Using funny, bloody, aggressive animation, sound effects and visual effects to make the game "juicier"
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- Animation

The locomotive and carriages will shake, stretching in and out a bit when running.
Attacking animation& receiving damage animation.

- Fx

Visual effects for
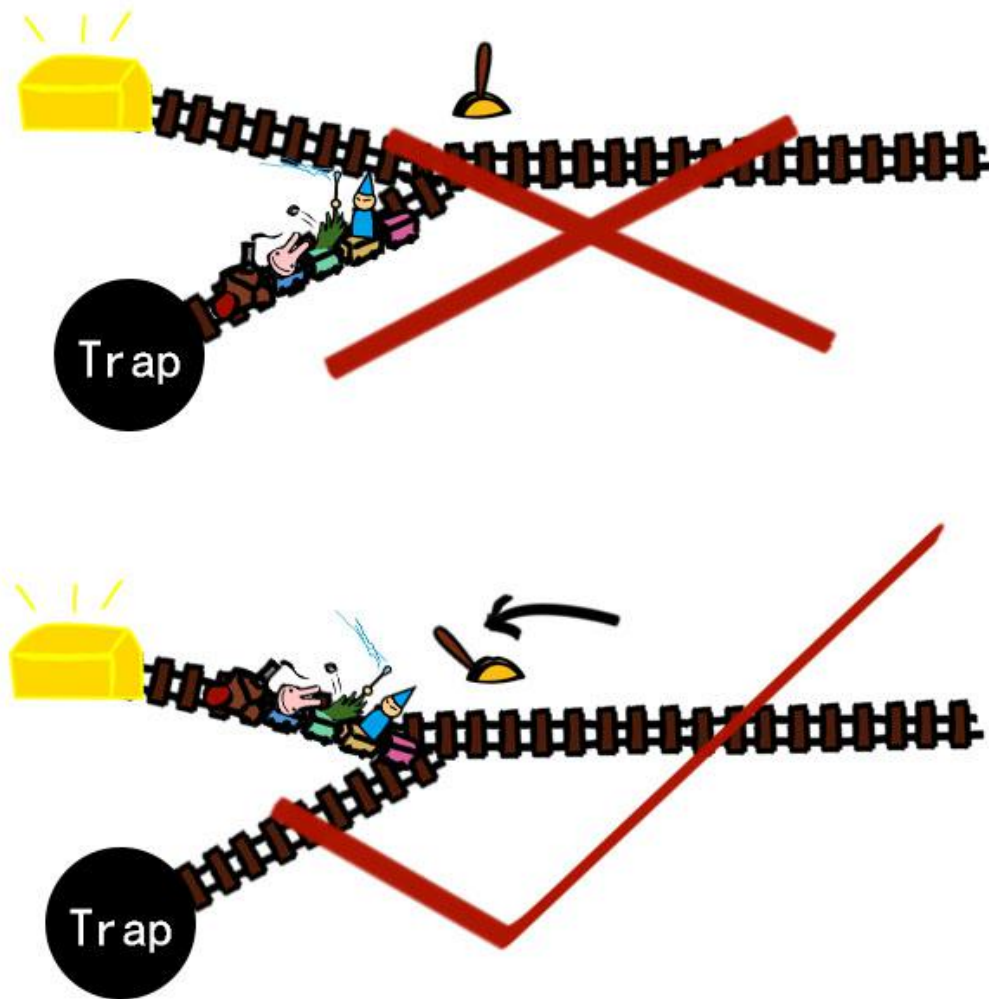Bullets
Receiving damage
Special skill.

- Sound effects

Aggressive sound effects

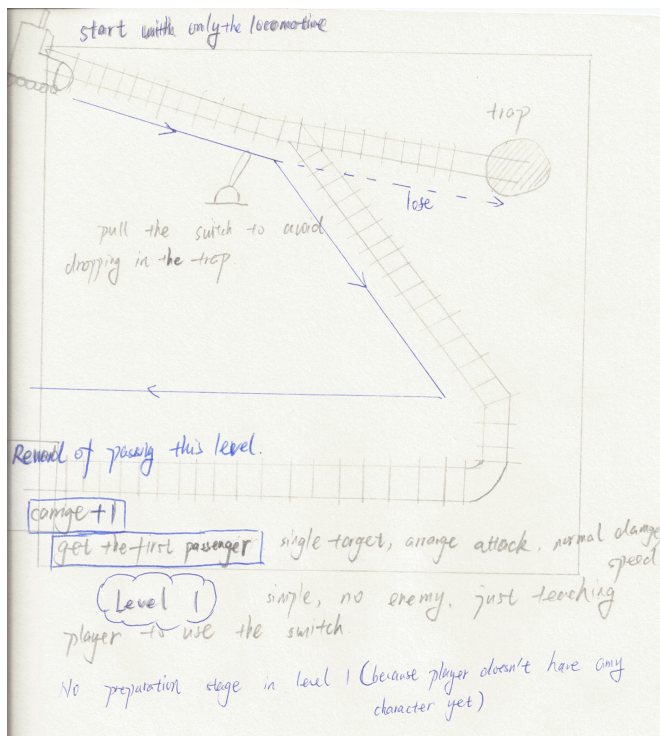Special voice response for every character.

Mechanics

- Choosing the right path avoid unbeatable enemies and traps.
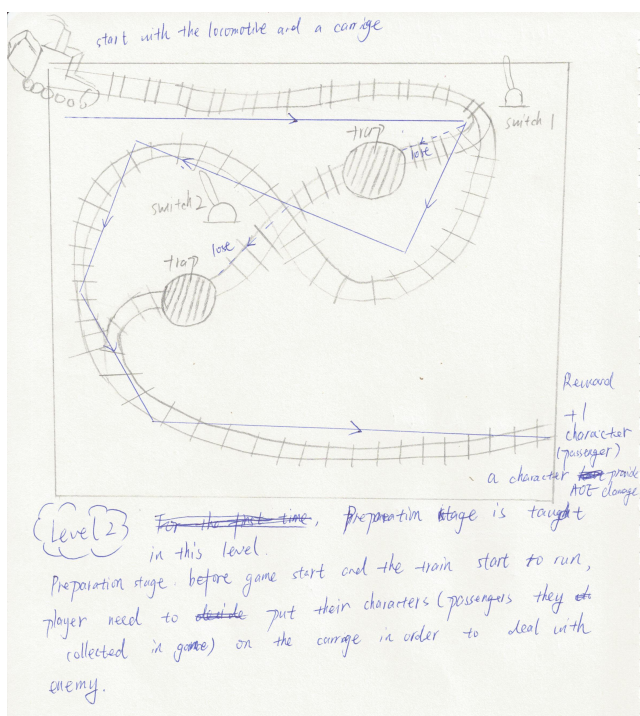

- Collecting Passengers and use them correctly to deal with different situation.
Single target character-->single strong enemy
Character provides AOE-->multiple week enemies
Character has special skill-->Special situation

Paper map

- Level1

start with only the locomotive

trap

lose

pull the switch to avoid dropping in the trap

Reward of passing this level.

carriage +1

get the first passenger | single target, average attack, normal damage speed

Level 1 | simple, no enemy, just teaching player to use the switch

No preparation stage in level 1 (because player doesn't have any character yet)

- Level2

start with the locomotive and a carriage

switch 1

trap

lose

switch 2

trap lose

Reward

+1 character (passenger)

a character provide AOE damage.

Level 2 | For the first time, Preparation stage is taught in this level.
Preparation stage before game start and the train start to run, player need to decide put their characters (passengers they collected in game) on the carriage in order to deal with enemy.

UI screens list

- Start screen

- Click "start" enter level map
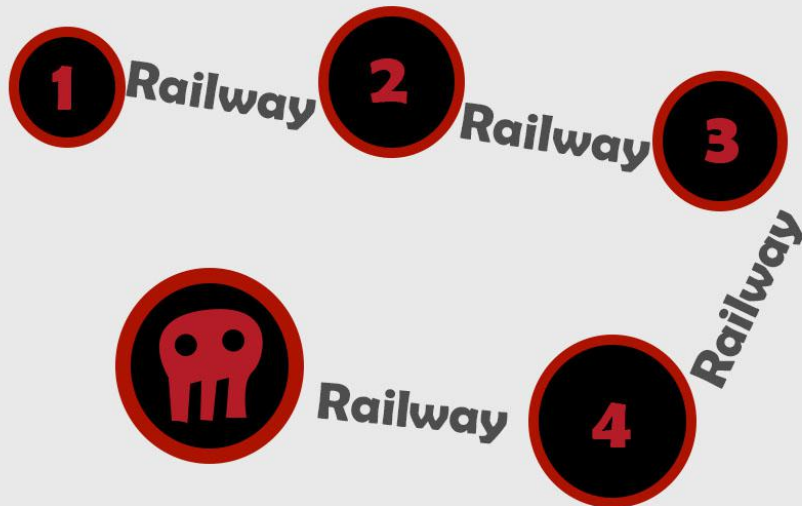
- Click any level button enter the level

- During preparation stage
- Click any carriage show available characters.

- Click any character to put the character on the train.
- Click "star"t to leave the preparation stage and enter the game mode.
- In game mode and start level: