

# Uncharted Tempel Arena

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## Game Idea

The game is a PVP based 3rd person fighter/battle arena in which 4 players fight to the death on a randomly generated temple complex. The game is divided into 2 phases. A short exploration phase (3 min) and then the actual battle phase (about 7 min) in which the players turn into monsters and try to kill each other. The last player alive wins the game.

## Gameplay

At the beginning there is a discovery phase in which the players enter a procedurally generated temple complex as a group of archaeologists/grave robbers and try to obtain information about the layout of the temple in a short time frame and to secure themselves advantages over their opponents.

There are 3 core objectives to be discovered in the first phase:

1. 4 Artefacts: These determine what kind of monster you turn into at the beginning of the combat phase. A found artefact can optionally be put on to determine which monster you will turn into. An artefact that is not put on gives clues to the position of the monster to which the artefact belongs. If a player has not found an artefact, they will turn into a random monster that no other player has turned into. Players who transform with the help of an artefact start the combat phase with a little more life, which slowly ticks down.
2. Shrines: At these, pickups appear at fixed intervals that heal or strengthen the monsters. (For example, decaying shield, temporary speed boost...)
3. Positions of traps that are much easier to recognise in the exploration phase and cannot be triggered. Knowledge about these can be used in the combat phase to lure or push opponents in or to escape from a dangerous situation.

At the beginning of the battlephase players transform into the 4 monsters at their current position. (depending on the artefact) From this point on, traps can be triggered, which cause damage or other negative effects depending on the trap. In addition, the pickups can be collected at the shrines. The fight itself is supposed to be melee-based. The individual creatures have different abilities that can be used for attack, defence or movement.

To prevent players from staying in areas that they have explored, parts of the temple complex are supposed to collapse after a certain time. Players who are in endangered areas will get a clear warning and the borders of the areas that collapse will be marked with red/white lines, depending on which side is safe and which will collapse. Players outside the area will only hear that an area is collapsing but don't know where.

To do well in the game, a good memory and sense of direction should be an advantage. On the other hand, the ability to skilfully control the different monsters in battle is important. A strategy to lure the other monsters into traps or to control the pickups at the shrines can also help the player to win.