# Project [Sneks](https://www.youtube.com/watch?v=ubLRB7tb78Q)

## TL;DR

Multiplayer combat-based snake ([lol this is a legit genre](https://en.wikipedia.org/wiki/Snake_(video_game_genre))) game

## Game Design Pillars

1. **Growth:** destroying buildings makes your snake bigger
2. **Combat:**

## Experience Philosophy

**Destructive power fantasy** - main objectives all involve destroying, whether it be your opponent or the environment

## Battle

Each player starts off with 3 lives. The goal is to shorten your opponent’s snake to 1 unit, which will then enable you to eat your opponent.

Players can shorten their opponent’s snake by colliding the head of their snake with the opponent’s body. The snake will then be reduced by one unit.

Destroying the environment fills up a meter. Filling the meter will lengthen your snake by 1 unit. The meter requirements for each unit will increase exponentially.

Bigger snakes are slower, introducing a strategy element: do you go for a bigger snake with more health or a smaller, speedier snake that is better at combat?

## Lore/Setting

* Snakes are giant monsters
* Battles will play out in a city environment with many destructible elements

## Stretch goals

**$10,000 - Power-ups**

* Random spawning of power-ups on building destruction
* Players will race towards the power-up, encouraging combat
* Possible power-ups: speed increase, invulnerability, x2 damage
* Power-ups for consideration pending balance issues: size +1, life +1

**$50,000 - More snakes**

* Extra skins
* Different attributes - more speed, limit to size, growth rate
* Introduces a new game-mechanic of character based ultimates
* Possible ultimates: fire-breathing (arc-based destruction), lightning (arcs from building to building in a randomised path - can be hard-coded to seem random), atomic breather (single line destruction), poison gas (area control)
* Feeds into the power fantasy
* Creates a meta: which characters are more effective against another?

**$100,000 - More maps**

* Alternative environments with different spread of destructibles
* Desert based environments would have a very sparse number of destructibles, making for a different gameplay experience
* Easy way to add depth
* Expands upon the idea of a meta when combined with more snakes: eg. in an environment where destructibles are already limited, low growth rate becomes especially bad whereas limit to size is no longer as big of a drawback

Moodboard

