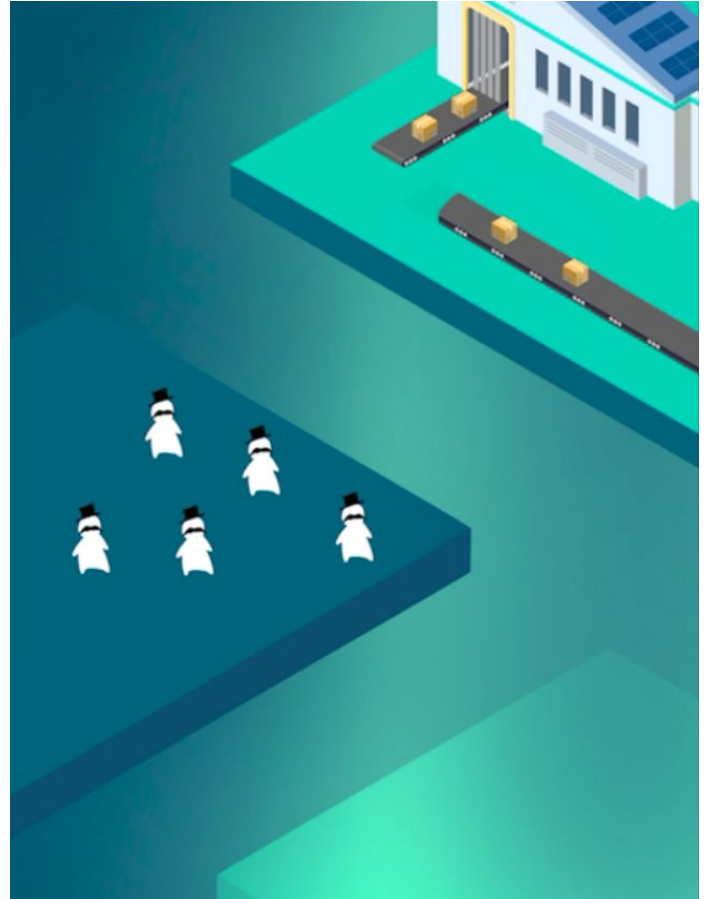


# Anarchy

High-stress, low reward



# Some ideas

- Three platforms with a variety of tasks on each one
- Hop between islands to do tasks
- Stages are based on real life models/settings
- Cosmetics (hats, colors, clothing, etc.)
- Options to sabotage other players (push them over)
  - Like in Uno Rabids where you can call other players out
  - Like in Among Us
- Teamwork required to clear the game?
- Low timer, high stress game
- Mix between crossy road, among us, monument valley but more high dress

Goals: Destroy friendships and give everyone hair loss from high blood pressure

# Map Ideas

- Office
- Factory
- Convenience Store
- Prison
- Kitchen (Overcooked)
- Sports
- Space (Among Us)

# UNITY STUFF

<https://forum.unity.com/threads/isometric-game-2d-or-3d.249091/>

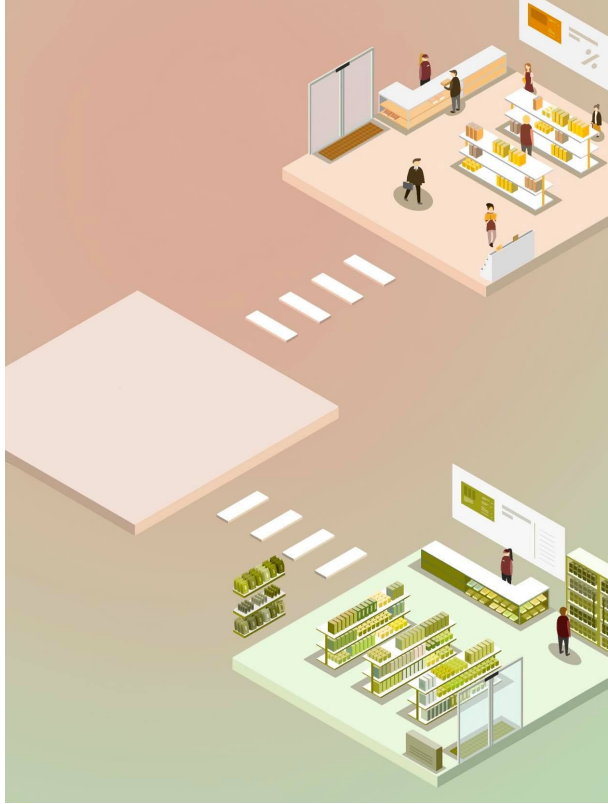
# Inspo



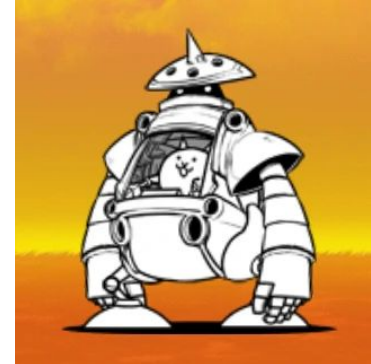
# Crewmate

There are 2 **Impostors** among us





# Character Designs



- Blob on machine
- Levers move legs

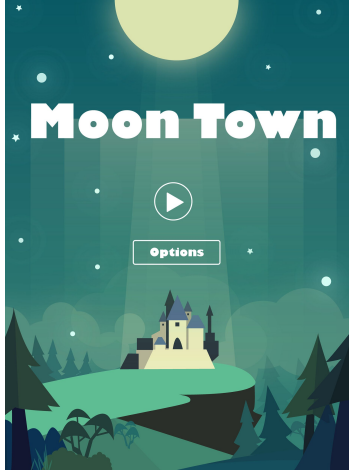


# Map Sketch

- Transition from island to island is automatic (among-us murder cutscene)



# Title Screen



- Minimalistic, shows a preview of the islands, animated loop
- Brightlove photo with moon town style



# The Office

## Tier ½

- Make Powerpoint slides
- Photocopy papers
- Make/serve coffee
- Bathroom break
- Redirects calls
- Search on Google (face it, you don't know what you're doing)
- Join meeting

## Tier ¾

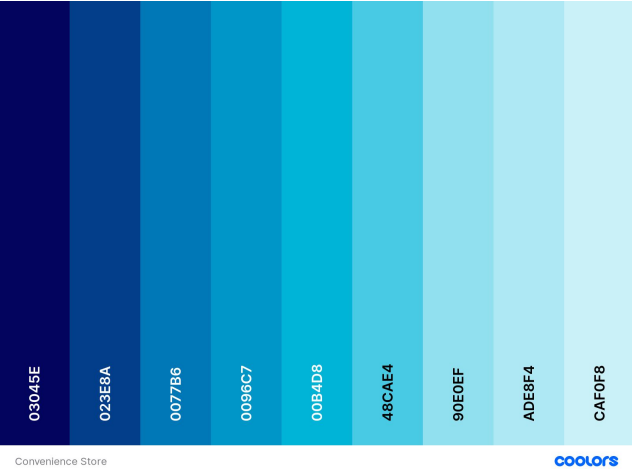
- Sign contracts
- Call clients
- Fire/hire interns
- Shop online
- Spit out coffee/yell at intern
- Browse Fakebook (like, dislike it, laugh, or heart)
- Join meeting

## Tier 5

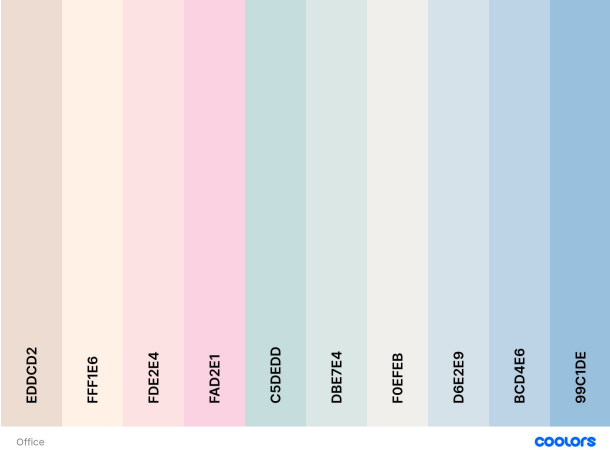
- Book plane tickets
- Ask secretary to reschedule meeting
- Pick tomatoes out of a salad
- Online meeting
- Sign into bank account
- Invest
- Get interviewed



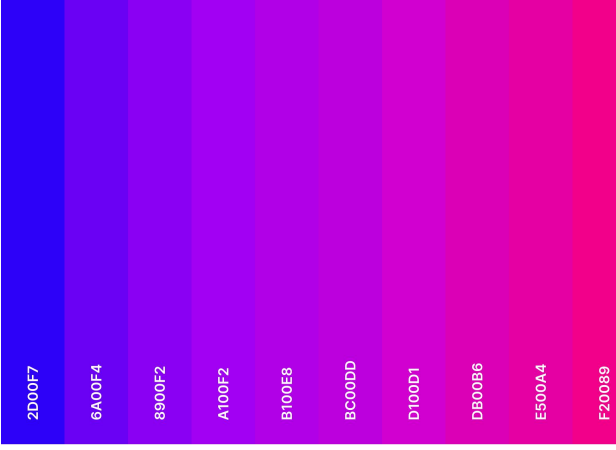
# Colour Palettes



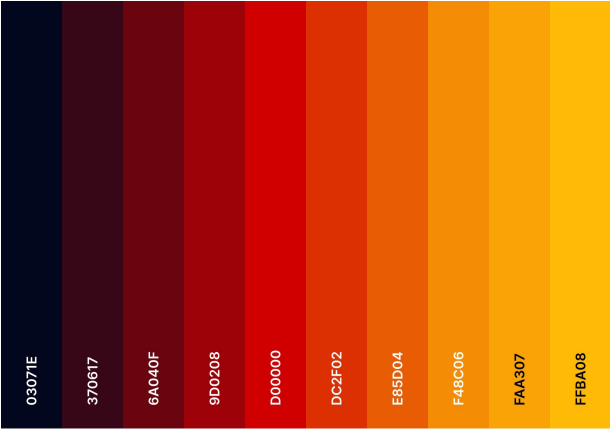
Convenience Store



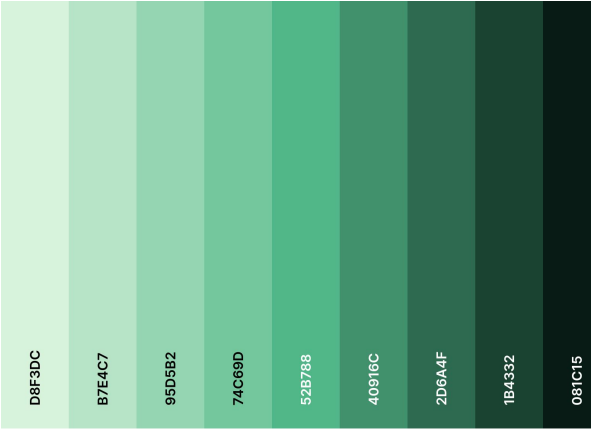
Office



Space



Sprakle Colosseum



Sports

Sprakle Colosseum

Sports

# Convenience Store

Tier  $\frac{1}{2}$  -- Thieves

- Pick the lock to the safe
- Steal jewelry
- 

Tier  $\frac{3}{4}$  -- Regular Customers

-

Tier 5 -- Gold Members

-

# Gameplay

4-6 mini tasks or 1-2 larger task per island -- each player must complete

- Maximum time limit is like 2 minutes for AFK -- failure means getting kicked to the bottom and elevator music
- Multiple versions:
  - Always a specific number of people on each island (King of the Hill)
  - Speedrun (everyone tries to finish their task as fast as they can) -- let them choose everything
    - Battle royale, etc.
    - Last person standing goes first to the next island, everyone else goes in 15 second intervals
    - Each have tasks to do
    - First one wins, sprakle in play
      - Players can choose whether the sprakle is random, or goes to the player with the lowest score

# King of the Hill

3-6 players is 3 tiers, 7-15 is 5 tiers

4-5 tasks on each island

Once you finish your tasks on one island, you challenge a player from the tier above you to a rock paper scissors match, if you win, your positions are swapped

- If you complete all your tasks on the island, you have to wait for someone on the island above you to finish their tasks (if they aren't in a middle of a task, a (exclamation mark?) wil show up which the challenger can click)
- In the last 30 seconds, you can pull people out of tasks and challenge them. Any challenges that are occurring when the timer runs out will keep going.

## Challenge minigames

- Obstacle Course
- Sumo Wrestling / Knock off the platform
- Rhythm Game → Whac-a-mole, etc.
- Button Press Game → Press or don't press (simon says or something)
- Rock, Paper, Scissors → for the unlucky soul

# UI

- Pop-up tasks (multiple per platform, each builds on the last)
- How do we implement betrayal in a way that's not identical to Among Us
  - Different Motives
  - Free-for-all, option to team-up with other players (Minecraft Party -- minigames)
  - The better you do on the pop-up tasks, the faster you get off the island
  - Option to sabotage other players and get them kicked off the island (like smash bros)
    - One platform could be just a battle royale
    - Natural selection, but then you can get sabotaged
    - Randomly generated superpower -- like a mario kart blue shell or... smash bros ball of **sprakles**
- 1 immunity shield per whole game that allows you to:
  - Uno Reverse: reflects attack sprakle
  - Double Takedown
  - Timeout -- 30? second timeout for misbehaviour
    - Throw them into an elevator



# Sprakle

Can be used to promote themselves or knock another person back / suffering

- Odds of getting the sprakle for peasants compared to ceos

When demoted, sprakle shows up on the player's screen, entire screen turns black, high-stress mini-task shows up. Tasks are paused, everyone watches the sprakled person try and clear the task. If they don't clear the task, they get demoted. If you beat the task, you can see who sprakled you.

- Task is reactionary -- if you think you die
- Stroop effect

# Sprakle Demotion Tasks

- Stroop Effect
- Typeracer
- Organizing Games
- Rock paper scissors (amount tbd)
- Dating simulator -- get a date with the sprakle or something by choosing the correct answers to the questions / sim
- Sprakle Multiple Choice
-

# Sound Design/Music

Timeout: Elevator Music

Tier 1:

Tier 2:

Tier 3:

Tier 4:

Tier 5:

Vibe: tbd

# Animations

- Getting kicked out of a window
- DEMOTED forehead stamp
- Timeout corner with timeout cone hat
-

# Stuff to think about

- Single Player option
- Lies and Deceit / Greed
- Cosmetics

# Game UI Prototyping

- Main Screen
- Map
-