Mini Game Mania!

**Amount of Players**: 2-16

**Concept**: Digital Real-Time Multiplayer Online Party game

**Summary**: A game mode that consists of many mini games in which the players participate in and try to achieve victory. (Sort of like Mario Party)

**Victory Conditions**: Within each mini game, there will be a different type of victory condition. Winning a mini game rewards the player with a point, and winning multiple mini games rewards the player with small cosmetics that sets the player apart from the others.

**Rules**: Each mini game holds its own rules, but all mini games share a certain set of rules:

1. The players cannot kill each other purely through weapon damage. Deaths are usually instigated by player interactions or modified weapons that interact with the player.
2. Victory can only be achieved by one player.
3. All mini games have a time limit that may or may not be displayed to the players.
4. All mini games must have a way to reach victory within the bounds of the player.

**Mini Game List**:

* Da Smasher
  + Jump from block to block as the floor starts to fall apart!
* Race To the Top
  + Use a Physics Gun and build a stairway to the button!
* It’s a Trap!
  + Walk through a maze of unknown traps and sliding walls!
* Musical Doors
  + Play classical musical chairs, but with doors and funky music!
* Block Dodger
  + Dodge the incoming blocks as each level progresses!
* Simon Says
  + Do what Simon Says or prepare to be punished.
* Red Light Green Light
  + Red light = reset, Green light = walk
* Follow The Light
  + Follow the light as it leads you to safety.