Game Design Document - Fireball! (Working Title)

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# Overview

**Fireball!** is a casual party game where players play as dragons to shoot various fireball bombs to incinerate randomly spawned critters. The main goal is to gain the highest score through incinerating spawned critters or other players.

# Product Details

**Fireball!** is a 3D top down party game for the PC, targeted towards casual gamers. The game contains various stages with different hazards and multiple dragons to choose from, all with varying functions. Power-ups can also be gained to enhance gameplay experience.

# Key Features

* **Colourful Variety of Dragons** - Players can choose from a variety of dragons to play as and differentiate themselves from others
* **Trove of Power-Ups** - Players can get an edge over their opponents by collecting and using power-ups.
* **Multiple Arenas** - Compete in a variety of environments, each presenting their own challenges and obstacles to overcome.

# Core Experiences

* **Fast-paced Competitive Action** - Destroy more creatures than other players, competing to get the most points before time runs out!
* **Enter a Cute and Colourful World** - Play as adorable baby dragons incinerating cute, helpless critters in bright and colourful arenas.
* **Master a Variety of Arenas** - Each arena presents a unique environment for players to experience, each with its own challenges, obstacles and power-ups.

# Gameplay

**Overview of Play**

Players individually compete against other players in a rectangular arena and attack randomly spawned critters, or other players, to gain the highest score possible before the timer runs out. When a player is hit 3 times, they will be immobile for a few seconds. Players choose different coloured dragons- as well as different arenas to compete in. Upon incineration, critters can also randomly give players different power-ups to use and get ahead of other players. A player wins if they have the highest score once the timer runs out.

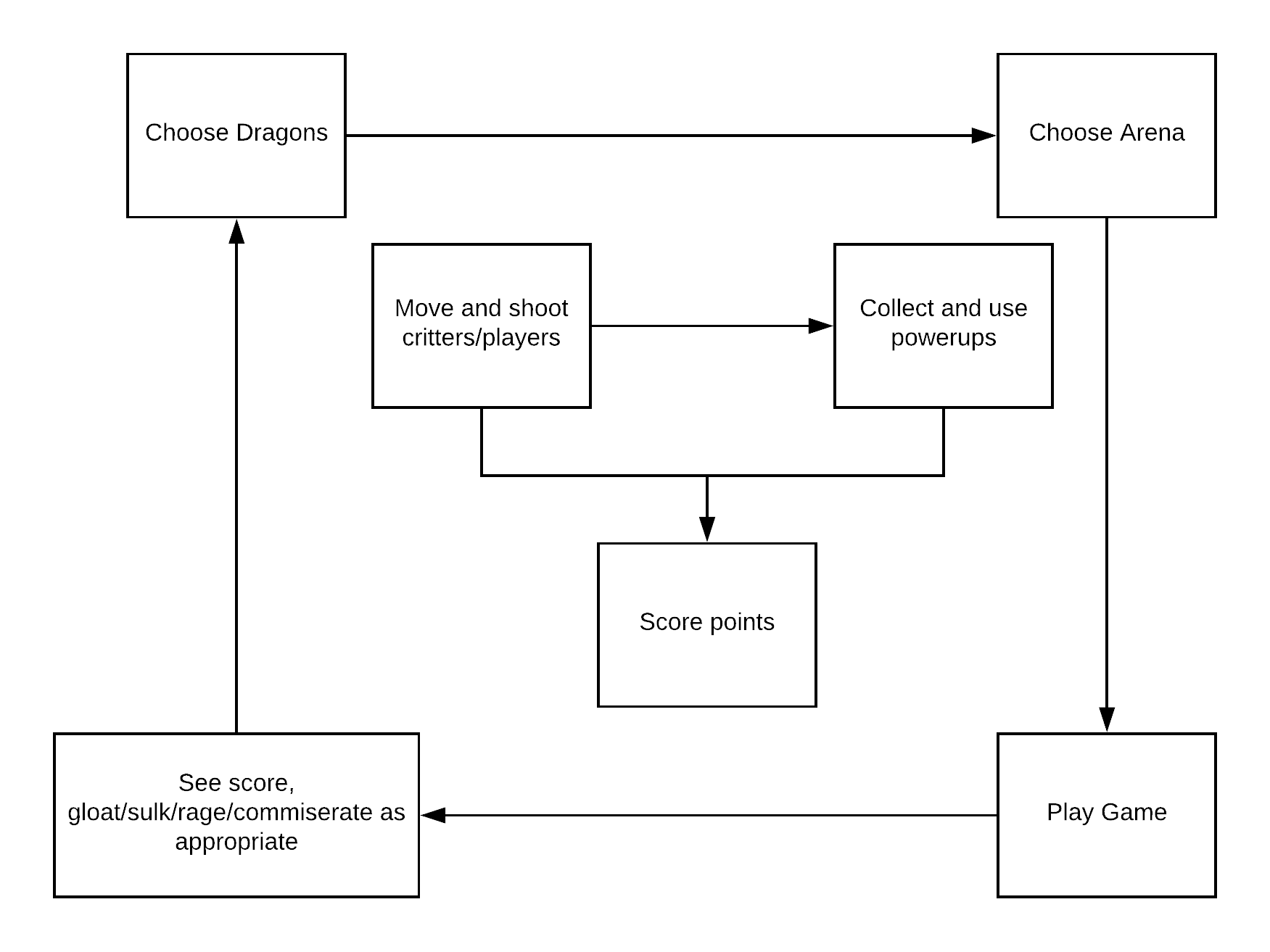
**Mechanics**

* **Movement** - players can move around the arena in all directions. They can also dodge across short distances and jump, to navigate the environment and dodge attacks.
* **Health Bar** - A 3-hit health system that will render the player immobile and invincible for a few seconds
* **Fire Attacks** - a limited range projectile to incinerate critters and other players
* **High Score System** - points added per critter or player incinerated, receiving more points if a player is eliminated
* **Power-ups** - a variety of power-ups can be randomly gained through incinerating critters, such as:
  + Projectile Cone - grants a wider attack range for a few seconds
  + Freeze - single use, temporary stop another player for a few seconds
  + Bomb - single use, allows for an explosion of a bigger radius - including the player who placed it down if in range

**Rules**

1. Choose your dragon
2. Select an arena manually or by a randomizer to play in
3. Spawn in the arena corners and the game starts
   1. Critters spawn and the countdown timer begins
4. Shoot out your fire attack to incinerate critters and gain points
   1. Gain bonus point when you incinerate other players
5. When the timer runs out, the game ends and the player with the most points win
   1. Select may gain humorous titles based on certain actions they perform during the game

**Gameplay Loops**

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# Art Style

* Cute - baby dragons
* Lots of colour
* Cartoony, toon-styled
* 3D





Figure 1 & 2: Dragon Concepts



Figure 3: A reference for the cartoony, 3D art style

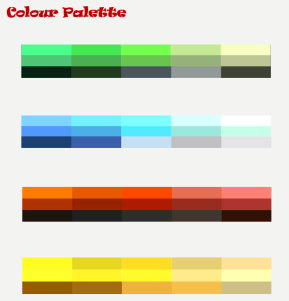


Figure 4: Colour Palettes



Figure 5: Initial Arena Concepts

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# Audio Direction

* Lots of cute sounds
  + Dragons cute roar
  + Dragons communicate emotion through baby-ish noises and squeals
  + Critters squeak
* Original Background music
* Fireball shooting sounds

# Iteration History

## Initial Design

* Destructive terrain
* Main goals of game being separated into game modes
  + Reaching a certain score first
  + Reaching highest score before timer runs out
  + Teams (2v2) try to eliminate each other’s health bars to zero
* Bombs being the mechanic attack mechanic