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Team GOAT
Twitch Game Design
Assignment 2 Section 6

Game Explanation

This game is based off of an idea I have had for a while, an asynchronous multiplayer game where the players share information with each other in order to help each other succeed. The theme of the game is that the players are ants, members of a shared colony. The players can explore the large (relative to them) world, and are looking for food to feed the colony. But, they have a limited amount of stamina (time), and the world contains other creatures that would like to eat them. Each player leaves behind a pheromone trail, as real ants do. In the game, the trails are colored to indicate information about what happened to that player. In this prototype, the trails are:
- Blue, to indicate a player that ran out of stamina / time.
- Red, to indicate a player that was eaten by a creature
- Yellow, to indicate a player who found food.

The game loads and saves these trails using the cloud. Specifically, I've implemented the Amazon S3 service to save the trails to an online repository, and download them when the game starts. This way, players can play in the same world, and share information, even on different computers or in different locations. When the player begins the game, all the trails are loaded from the S3 bucket. When the players game concludes, their personal trail is uploaded. This happens each time the player clicks 'play', so that they get any other trails uploaded during their play session as well.

The idea for this game was that its a cooperative multiplayer game that could be played asynchronously, with friends or strangers, in quick bursts of time. The next steps would be some sort of shared stat tracking (keep track of how much food everyone has collectively found), and a persistent world (food disappears once it's found, maybe it randomly spawns more, maybe the world changes more).