Boom Block Countdown Design Document (Laser Tanks)

-placing different patterns on the grid creates different powerups ie. if you surrond the grid with blocks you can blow up everything inside with lasers. kind of like a tactical nuke in cod, bc you could

-kill yourself by doing that, too

-creating a ‘t’ would make a turret

-‘m’ would make machine gun

-‘i’ would make you temporarily invincible

-generate neon colors

-what if I made randomly generated mazes, like pac man?

-slowmo if click in the left analog stick

-main menu that allows to select the number of players and replace with AI if neccessary

-single player

-choose your color?

-options

-time

-weapon settings

-money settings

-local multiplayer

-choose your color

-online multiplayer (one day)

-shooting game (wasd to move) mouse to look and shoot (360 and playstation controller support)

-max of 4 players where the objective is to have the most money at the end of the round

-player can press a button at any time to open a menu and to spend money (all done from menus – UI is in-game)

-purchase weapons

-upgrade base

-upgrade stats

-purchase armor

-every players starts off with 0 money and a starter weapon

-each player has a base with drag and drop mechanics

-depending on how big the game is

-base elements are tied to a grid.

-bases can have turrets that attack other players with a certain range (or the player can control?)

-can consist of simple blocks they can use for cover

-can have ladders that the player can climb to get a good vantage point to attack enemies? -how would this be handled in a 3d space?

-money paper printers?

-teleporters?

-player have an inventory, money, base, stats, armor

-player earn money buy scoring kills or by attacking the enemy base

-base management is simply done by drag and drop once the player starts

-inventory is controlled at the bottom of the screen – mapped to hotkeys?

(maximum of 10 items, otherwise stored in a list)

-tanks can heal the blocks (increase their alpha value)

-whoever controlls the most blocks on the map wins at the end of a round (a placed block, or several, colors the square red?)

-fuses on the cars that decrease as the round goes on?

- if you surround a block with your blocks than you own that block/tile?

art

-give tanks flashlights? only make the tiles visble if they are inside the flashlight beam. click a button to turn the flashlight on/off

-bullets should be beams, too--think laser tag (maybe the bullets light up the floor tiles and make noises in the same color of the player, give them light drop shadow/color/circles)

-music picks up as time ticks down

-sound increases as player health decreases or timer decreases (heartbeat) maybe only make the tiles around the player blink (all their blocks explode when they explode?)

-place blocks with a, explodable, LOTS of fragements, posseses a tile, whoever controlls the most tiles with blocks at the end of a round, wins. maybe zoom out, and

-‘light’ up each block at the end of the round, individually and display the individual score totals (then maybe have a high score list?)

-bullet kickback

-the tanks should be like rc cars, they are minituarised

-the levels are tiled, but these tiles are actually kitchen, bathroom, (any household room with tiled floors) can add obstacles (and somehow make these interactive).