Game Idea: REKTANGLES

Arena esque-fighter based on infinite waves (like geometry wars)

3-5 maps and 3-5 weapons that will be selected randomly per round (per life)

People play their friends like in quizduell 🡪 e.g. 3 lives, each with random weapons and maps (same random weapon and map for both players); when one person finishes, the other one is “challenged” and in the end the results are compared and the winner is determined

This ensures people can have satisfying play sessions in well under 5 minutes, yet the maximum amount of play time is limited, since you can only play your friends like in quizduell

This system also prevents the player from being frustrated with weapons or “unfair” situations since the game is the same for both players in a match, and the goal is not to beat an arbitrary score, but to win against the other person

Potential problems to tackle:

* Some people are very “casual” (candy crush demographic), whereas some players will have loads of experience when it comes to video games. Compared to Quizduell where having played lots of games doesn’t really help, in our game having game experience COULD impact a person’s skill severely, thus making the game imbalanced in favor of the experienced party
* The game lives and dies with the amount of people playing it (requires release on multiple platforms)
* Should we introduce “noobtubes” or something to balance for skill, players that are more experienced could feel treated unfairly since the beginners have a means to beat them even though they don’t “deserve” it
  + Maybe a “death streak”
  + Maybe a score multiplier 🡪 score \* ELO
  + Maybe a hidden score multiplier (bonus between 1.0x and 1.2x)

Planned weapons:

* Assault rifle
  + Fast flying, rapid fire bullets; straight line 🡪 rather standard
* Grenade launcher
  + Lower fire rate; detonates on impact; maybe short gravity effect
  + Needs to be super satisfying in use
* Shotgun
  + Lower fire rate
  + Huge bullets
  + Heavy screen shake
  + Decent cone –> maybe 6-18 projectiles per shot
* Ray gun/laser gun/sniper rifle
  + Medium fire rate
  + Medium to high damage
  + Rounds penetrate multiple targets
* Bonus round: sword round
  + Short range melee weapon
  + Less enemies
  + Super fast
  + Like hotline miami melee combat