One Minute War

50 vs 50 pvp experience

ON: ios, andriod, Web browser

[Year]

This game consist of a 1 minute gameplay battle until one side is wiped or a disaster will wipe the map after 1 min.

One Minute war will consist of different battle ground themes and those will be:

* Knight wars
* Cowboy war
* Space battle
* Pirate battle
* Ninja war
* Samurai war
* Stone age war

This game require minimum art style and very basic for an example the players in game will be shaped as circles or balls and what will define them in each battle is a small hat on top of them and the weapon held by those balls.

The art that is required for this game is:

* Battle ground they start on such as ( a green lush land with a castle at the edges )
* The disaster that will end the game ( like a crack in the ground which will cause an earthquake )
* The hat cosmetics
* The weapons and their attack animation
* The jumping walking movement

There will be a progression system, which means after each battle the player will either level up or get a new rank each time he plays the game and there will be a leader board for players to track their score progression and compete against others scores. There will be also highlights of each battle at the end of the round for an example it will show 5 players highlighted at things they achieved in the battle. This will encourage the player to be competitive and creative and want to gain attention of the others by showing his skills and achieving unique acts in the game such as ( the most tapping person is ( duck ) the last man standing is ( haqqon ) the most kills in the game ( fanta ) and so on. The game will feature a vast amount of achievable acts and each game 5 will be highlighted.

Now I’ll explain the battle system. Since the game is 50 v 50 pvp. There will be 40 soldier 4 captains and 1 king. That is on each side.

* Soldier will have 1 hp and have unlimited tap attack with no cool down
* Captain will have 2 hp and a unique stronger attack with a little bit of a cool down
* Lastly the king will have 3 hp and an AOE attack with a high cool down to give window to the enemy to attack the king

The goal of the game is to wipe the enemy team in less than a minute or both sides will lose in a silly disaster. All the players in the map will have AI movements which will force the players to engage each other’s and that will make the player easily focus on just attacking which will make each game finish quickly.

On the event of soldiers attacking at the same the will recoil their weapons and keep hitting until an attack slips and kill the other soldier while captains attacks are unlockable and also the king’s too. That will be strictly for melee attack.

As for the ranged combat it will have a different mechanic.

* Soldier will have a limited bullet count until reloading and a small cone in front that is randomized and that degree only while moving around in AI movement
* Captains will be riding horses or vehicles that will enable them to move around the battle ground faster
* The king will have a long cool down piercing shot

The game will feature a silly battle cry in each different battle ground for the soldiers when the start the war to make the game silly and exciting while engaging.

Now we will talking about what option of matchmaking can the player choose? There will be 2 types:

* Quick match ( this will be randomized for the role and the map so players will just jump in and play)
* Hosted match (this will enable the player to choose the desired map and book seats for the desired number of friends joining while leaving the rest of the room free for other people to join this will help friends choose the role they liked and also enjoy it with other people at the same time.

There will be seasonal rewards each months to encourage the players to participate most of the time and always attract new people. If the game keeps attracting more people the game will keep growing and updating to deliver new features, stages, and cosmetics.