Blobs GDD

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# Game Overview

Blobs is a game about breeding creatures called blobs. Blobs use their unique abilities to quest and gain items. These items are used to advance your blobs and aid in further breeding stronger blobs that can help advance though the campaign.

**Quests** are mini adventures your blobs embark on. The goal of each quest is to hunt down a specific boss monster that will be encountered at the end of each quest. These adventures are in side scrolling format and last about 3 minutes each. The player will guide a party of AI controlled blobs in fighting their way to the boss and beating it. The player can influence the outcome of the battle by executing properly timed basic commands such as defend and rally, as well as executing blob activated abilities when needed.

What really makes Blobs special is the **breeding** mechanic. All Blobs posses genes that give them special abilities and makes them unique to each other. **Genes** can bestow with abilities such as passive buffs, or activated abilities, or even super moves that can be used during a quest.

Blobs have many attributes that make them unique to each other such as physical appearance, sigils, color, gender and specific genes. The player can indirectly customize and control what attributes his blob population will have through selectively breeding his blobs.

# The Core Loop

The core loop is very simple. Player scouts to discover monsters, which costs **stamina** based on the difficulty of the zone. Stamina is gained over time. Once the player has defeated the monster they earn **essences**(thru harvesting rescued blobs), and a few random **monster parts**.

## Sub loop 1

As the monsters get tougher, players need to constantly evolve their blobs. Evolving a blob increases the blob’s stats to make it stronger. Evolving requires players to feed essences to the blob. Once the proper amount of essences have been fed, the player can evolve the blob which costs **Gold** and the prices rise steeply for each evolution.

## Sub loop 2

To gain new blobs, the player must start a breeding program which costs gold to start and requires time to complete. Once complete, the player acquires a new blob with random genes and attributes based on the parent blobs.

# Resources

|  |  |  |
| --- | --- | --- |
| **Resource** | **Gained by** | **Used for** |
| **Stamina** | Replenished over time | Scouting new quests |
| **Gold** | Completing quests | Evolving blobs  Unlocking Genes  Breeding |
| **Essence** | Dissolving blobs | Completing quests  Evolving blobs |
| **Monster Parts** | Completing quests | Unlocking Genes |
| **Gems** | In app Purchasing  (daily quests) | Revival in quests  Purchasing stamina  Recruiting random visiting Blobs  Rolling for premium blobs  Village improvements  Clearing revealed monsters |

# Reference Games

1. Monster Hunter - bosses/monsters, body part loot
2. Dungeon Boss – interface, leveling
3. Wow Garrison – buildings, quest deployment
4. Patapon – quest visuals
5. Puzzle and dragons – teams and gatcha rolls

# Questing Overview

Quests are attained by **scouting**. A blob chosen by the player is sent out to a region on the map to discover what monsters lurk there. Scouting success is determined by the blob’s evolution level and modified by any applicable genes.

### How to Scout

* Select a Subzone on the Zone Overview to see the Subzone Details menu
* Select “Scout” in the menu to see the “Choose Scout” pop up
* Choose your scout and press the “OK” button. Gold will be deducted.
* You will be returned to the Subzone details pop up which now has a timer
* Once time is up, the “reveal monsters” button is displayed
* Press the reveal button to populate the Subzone details with the monsters your scout has seen

### Rules on Scouting

* Scouting costs gold
* Scouting time is typically short (sub 1 minute)
* Revealed monsters will only be around for a set time before they disappear (hours to a day)
* You can only scout an area that has no revealed monsters.
* You may pay gems to clear the revealed monster list

### How to Start a Quest

* In the Subzone Details menu, tap on a monster to see the Quest Details menu
* Alternatively on the Village Overview the “quests” button shows all available monsters that have been scouted, select one to go directly to the Quest Details Menu.
* Select “Continue” to see the “Choose your team” pop up
* Choose up to 6 blobs from your roster and press the “Start quest” Button to begin

Questing is necessary to gain materials for improving blobs. the objective of the quest is to reach the main monster (boss) at the end of the stage and slay it. Once dead, the blobs may drain it of materials. Quests last for 3 minutes. When the timer expires, the boss monster flees. Gold is earned, but the chance to get essence and monster parts are gone.

Questing is presented in side scrolling plat former format. All 6 blobs start on the left side of the screen and begin advancing on their own to the right when the level begins. The player can exercise control over the blobs by tapping on the field or using buttons displayed on the bottom of the screen.

## Player Actions and Controls

### Quest Menu

* Pressing this pauses the game
* Located on upper left
* Return to quest button
* Retreat button

### Action Menu

* Defend – defend button will always be present. Causes all blobs to hunker down and receive reduced damage if hit. Has a short cool down
* Activated Abilities – a sub menu containing all blob abilities bestowed by the blob’s genes. Tapping on it executes the blobs special abilities. Often the player will want to time the use of these according to the situation. Each ability has its own cool down.
* Located at bottom area below ground

#### Other Actions

* Tapping on the general area of the anchor arrow will cause all blobs to abandon the current task and jump to the anchor point. Useful for dodging attacks. Afterwards blobs will return to their appropriate station.
* Tapping on an enemy or an obstacle will cause all blobs to target that enemy and attack it.
* Tapping on a harvestable node will cause all blobs to huddle around it and harvest the resource.

When an action is being performed such as attacking or harvesting, blobs do not advance forward. If the action is done, they return to their stations before moving forward again.

Blobs will not move past an obstacle unless the player taps the obstacle for the blobs to target, attack and destroy.

## Rules

* Player has 3 minutes to beat the boss before it flees
* When a blob dies, it will resurrect after a 15 second cool down timer
* When the boss dies the timer stops
* The player may retreat anytime, all harvested loot will be lost.

## Fighting the Boss

* The key to successfully killing a boss monster is to memorize its attack pattern. Defend or evade when it attacks and counter attack during openings.
* Fights are easier if the blobs are resistant to the enemy color.
* Try to have tanks that are friend colors to the boss so they receive normal damage, and have DPS blobs that are of opposing color to the boss for maximum damage.
* When the boss is defeated, blobs will not auto advance any longer
* Tap the dead boss to harvest it (like a node), a loot menu will show up where the player must tap each loot item to collect it.
* After harvesting, blobs move to the right off screen and the “Quest Complete” banner is displayed.

## Blob roles

* Tanks - tanks are meant to be in the front and absorb damage from the enemies. They typically have high defense and low attack. They can only be melee. The player must always watch and manage the tank’s life while the attackers “do their thing”. Their position is in the front.
* Attackers - are meant to deal damage while taking minimal hits from the enemy. They can be melee or ranged. Their position is in the back.
* Healers – any blob that has a heal ability is a healer. Always ranged. Their position is in the back.

# Colors

|  |  |  |
| --- | --- | --- |
| **Color** | **Amplified damage vs** | **Notes** |
| Blue | Red, Green | Abilities affect time, interrupt enemy attacks, short cool downs, typically ranged |
| Black | Green, White | Abilities drains teammates health in exchange for buffs, has strong spells with negative side effects |
| Red | White, Blue | Abilities do direct damage and buffs increase attack |
| Green | Blue, Black | Abilities affect cool downs, powerful spells with long cool downs |
| White | Black, Red | Abilities heal and buffs increase defense, typically melee |

# Village Overview

The Village is like the main menu, only it is presented in a different format that feels more interactive and game-like. The village is depicted as a clearing in the forest like a grove with a community for your blobs. In this area there are different buildings that when tapped will open up different menus for the game.

The following buildings are seen in the village overview

* Nursery, for breeding
* Main Hall, for blob management
* Tribal Hall, for social features
* Inn, for blob rolls
* Trading post for shop menu
* Y for quest list

## Village Improvements

* Nursery - allows more choices for offspring blob (ie. Choose 1 of 3 to keep)
* <TODO>

## Village Chief

* The strongest blob you have will always be the chief. Factors that determine it are evolution, rarity, missions completed, then age.
* Chief bestows a global buff that buffs all blobs that share the same color as him
* Chief wears a crown and is who you control when going form building to building in the village. Basically your avatar.
* Shows up as your social profile image.

# Genes and Breeding Overview

## Genes

* Genes are what make blobs unique from one another. They give traits which allow the blob to fulfill certain combat roles
* Genes get passed on through breeding
* Genes must be “Honed” to improve

## Gene Points

* Each gene within a blob has a point value between 1 to n where n is the max points the gene needs
* How much points a gene has is determined at birth. There is a random distribution of points to each gene based on the point value of the parents genes.
* When adding the point value of all genes it may never exceed 10
* Genes have a total point threshold that must be met in order for them to be usable
  + Activated abilities require 5 points
  + Personal buffs require 3 points
  + Group buffs can require 8-12 points
* When the threshold is met, the blob has a new usable trait from the gene
* It is undesirable to have a blob with a bunch of 1-pt genes.
* Reason for this is so that the player will strive for purer bloodlines making breeding more true and interesting.

## Obtaining New Genes

New genes come from blobs you induct into the village. New blobs can be randomly found after defeating a monster. These rescue blobs are not meant to be leveled but either bred or harvested. So they will always have a max star total of 1. (meaning they can never be upgraded to 2 stars) However, they will have a 1-3 point gene that can be passed on thru breeding.

For example, you just killed a dire wolf monster, from it you rescued a blob with the “Wolf’s Howl” gene. If you keep this blob, you may now use him by breeding him with a strong mate to get an offspring with “Wolf’s howl” that is combat worthy.

The other way you may get new genes is through the blob shrine. Have your blobs pray to the blob god to receive a premium blob. These Blobs are always combat worthy and posses genes that you may or may not be able to utilize thru breeding because a player may not have encountered the monster that drops the required monster parts yet.

## Starting a Breeding Program

In the breeding menu, the player must initiate a breeding program to begin the breeding process.

* They must select 6 blobs to include in the program. One male-female pair will produce one batch, and the pairings are random. So if you want to tightly control breeding results you may use 1 good male and many average females. To produce one batch where the offspring will have the father’s genes. Another way is to have equal male-female ratio to produce 3 batches with mixed gene results.
* The breeding program has a timer once it is started. When it finishes, you get to see the resulting offspring batch of each mated pair. The player may choose 1 blob from each batch to keep.
* Blobs of different species have failure rolls, same species will always mate first
* Breeding costs time and gold

# Blob overview

## Blob Fields

* Evolution level (stars)
* Rarity – determines max evolution level
* Genes – set at birth, inherited from parents
* Base stats – increased by evolving
  + Attack
  + Defense
  + Health
* Traits - bestowed by properly developed genes
* Species – may change per evolution
* Sigil/Color
* Gender

## Evolution

* Feed enough essences to evolve the blob
* Required points increases per evolution. 20, 70, 100, 150, 250 (6 times total)
* 1 point from any essence fed, 2 points from a partial match (color or sigil matches), 5 points for correct essence fed (color AND sigil matches)
* Base stats increase per evolution
* Species change choice per evolution (visual appearance)
* Requires a lot of gold

## Honing Traits

* Honing a trait increases it’s effectiveness. Most traits will be percentage based, like adds 10% health to all blue blobs, or attack for 150% of base attack value. Honing will increase these percentages.
* Honing costs monster parts, and an amount of of gold. The required monster part will depend on the trait.
* Reason for this is so that the player is required to invest a bit in a decent blob for it to be combat worthy.

# World (Campaign)

Describe the map and how zones progress to each other as well as what can be found in each zone.

# Monsters

Describe the importance of monsters in the game, the types of monsters. Their fields.

Desctibe how they can be encountered and fought, what they yield and how they progress to be more difficult.

# Stores

Describe what can be found when you open the store menu. Random deals, catered deals. What are the diff categories of the store. The dollar to gold ration and the valaue of all rescources in terms of gold.

# First time Flow

Describe an initial walkthrough of the first time game experience, including tutorials.

# Interface Menus

## List of Overviews

1. Village
2. Continent Map
3. Zone Map

## List of UI Menus

1. Breeding
2. Blob Management
3. Friends
4. Shop
5. Quest List
6. Quest Details
7. Choose Blobs
8. Settings Menu
9. Inventory Menu
10. Team Management Menu

## Menu Navigation

### Village Overview

* Settings Menu
* Breeding menu (todo)
* Blob Management Menu (todo)
  + Team Management Menu
* Tribes Menu (todo)
* Shop Menu
* Quest List Menu
  + Quest Details Menu
    - Choose Blobs Menu (6-blobs)

### Zone Overview

* + Continent Overview
  + Subzone Menu
    - Choose Blobs Menu (Choose scout)
    - Quest Details (See Quest Details under Quest Menu)

### During a Quest

* Pause menu
* Loot Menu
* Quest Summary Menu

## Friends

**inbox**

## Settings

## Detailed Overview (obsolete, use as reference)

Blobs is a game about **breeding** creatures called blobs. Blobs use their unique abilities to **quest** and gain items. These items are used to advance your blobs and aid in further breeding better blobs. The ability to beat quests is dependent on how advanced your blobs are.

Quests are all about to discovering monsters in the wild and then successfully beating them for loot that will enhance your blobs

Blobs posses **genes** that give them special abilities. **Genes** bestow abilities that the blob can immediately utilize in combat such as passive buffs, team buffs, activated abilities, or even super moves. A blob may have many genes but only one will be initially active on birth. A blob can activate other genes as the blob increases in level. To activate other genes, the blob must consume the required monster parts the gene needs.

**Genes are passed** on to an offspring only by starting a breeding program. Children will inherit a mixture of the parent’s genes. When a breeding program concludes, the player must choose which offspring to keep. They will be presented with 3 choices per birthing female in the program. Judgment will commonly be based on color, sigil, and initial active gene as well as other inactive genes the blob may posses.

Unwanted blobs can be broken down into resources through **harvesting** them. Harvesting a blob yields **essence** which is used to level up blobs. Essence also comes from quest bosses.

Blobs also have a **rarity** value to them, the more rare a blob is the more activated genes they may have. 2 for common blobs, 3 for rare blobs, 4 for epic blobs, and 5 for legendary blobs. Rarity of a blob is determined at random. A blob born with less than 3 genes will never be rare, and a blob born with less that 4 genes will never be epic, and so on.

All blobs initially start out as the generic “Blob” **species**. New species genes may be unlocked through the store as the game progresses. Once unlocked, the player may purchase new species genes and add them as potential genes to blobs. Only one species gene may be applied to a blob. Different species will posses unique appearances to differentiate them from each other as well as starting bonus stats for the blob.

Blobs need to mature before they can breed. Blobs will reach adulthood once they have been on 3 missions. This will allow the player to carefully choose which blobs are worth investing in and which need to be sold. Blobs that reach adulthood are given random names. Blobs will reach that status of Elder once they have been on 100 missions. Elder blobs can be sent to the Elder Hall, the more elders in there, the more passive bonuses get applied to all blobs across the board. for example you may need 10 elders to increase attacks of all blobs by 1%, and 20 elders to increase all armor of blobs by 1%.

## Social Vision (WIP)

In this game we will approach multiplayer differently. I want players to be playing with their real friends, because playing with real friends promotes a special bond wherein the game is the vehicle. Think about how Monster Hunter approaches multiplayer; the gameplay has more meaning when played with people you know. Players will sacrifice own gain do assist friends. This creates dependence on each other and an obligation to play to fulfill duty towards friends. Due to this we will focus on co-op social gamplay.

**How will we do this?**

Traditional “friends list” or “guild roster” will be replaced with a new concept called Tribes. A tribe is a small collection of 2-10 players who intend to support and play with each other regularly. To fulfill the vision properly, there should be negligible advantage over a tribe of 2 and a tribe of 10.

**Describe how players can play with each other meaningfully.**

Meaningful play will be achieved thru “Quest Sagas”. A Saga is a cooperative collection of quests that the tribe may participate in. The number of quests in a Saga is proportional to the Tribe size, a quest for each tribe member to fulfill.

Goals for Sagas

* To contribute to the tribe using my blob roster
* <TODO>

There are 3 different prize categories that the tribe can win, each has different requirements.

Saga’s have blob slot requirements with a sigil and a color. It is randomized per saga. A tribe member may only start his quest if all blob slots are filled with the correct combination. Tribe members may use the collective roster of the Tribe to fill in the slots. Only blobs with matching sigil and color will be included in the collective roster.

Successful tribe party creation will unlock the “Tribal Party” prize

Once the party has been created, each player must use the tribal party to complete a segment of the saga quest. If each player did this part regardless of winning, the “Participation” prize will be unlocked.

If all players won their saga segment, the saga is considered complete. And the “Saga” prize is unlocked.

**Are there Benenfits to having a large tribe vs a small one?**

Option 1

The reward is proportionate to the number of people. So lets say you get 10 essence per person max if everyone does their part. But for every player that doesn’t do their part the reward decreases dramatically by 30% for each player (7 essence if a single person doesn’t do his duty, 4 essence of 2 don’t do their job, and 1 essence if 3 don’t do their job)

On the other hand a small tribe of 3 players may get 3 essences per person max. but if one doesn’t do his duty they instead get 2 essence each.

Thesis: it is easier to rely on a small group of trustworthy players than to play with a large unreliable group.

Option 2

Participation prize is given if all tribe members participate in the saga. So smaller tribes have the advantage in obtaining this.

Option 3

Saga prize is handed to 1 player and you will know if it is you at the end of your saga segment. So less people in a group means higher chance percentage you will get the prize in the end.

Saga Prize is given upon victorious completion of saga. Doable with a small tribe of elite player with a dynamic blob roster. Also doable by larger tribes of mediocre players who have a dynamic roster collectively.

* Send monster sightings to friends

What are the benefits of a tribe?

* Possibility 1: slight gameplay edge, passive buff to your blobs
* Possibility 2: resources like free biweekly rolls
* Possibility 3: large gameplay edge, like a 7th member to the party.
* Possibility 4: playing ads to a resource pot that is collected at and of day. There is matching, kinda like employer matching 401k. the more you put in the more the game will give back.

Temp Idea Worksheet

Enlistment Phase

1. See blob requirements for this event and boss
2. Enlist 3 troops you think can help towards fulfilling the requirements and the boss
3. Build your party
4. Wait until all other tribe members do the same

Next phase

1. Choose a random segment of the saga to do
2. Create a group using the enlisted blobs
3. Win the segment to see if the boss is at the end