Event Name: Smashing Pumpkins (Halloween)

Overview:
Throughout the mission, pumpkins will spawn continuously across the level. These pumpkins can be destroyed with one hit. As they spawn, enemies on will try to destroy them.The goal of the game is to destroy X amount of pumpkins before the enemy can. Player can choose to destroy enemies if they want to, however, it does not contribute to the win condition.

Twist:
Hammers only - I decided to add this element because it incorporates the halloween theme into the core gameplay "smashing pumpkins". It also provides the player with a fast, frantic, and impactful experience.

Event Structure - Wave Based/Endless:
Like this lantern halloween event, there will be 4 event missions in the world state. The first 3 will be finitite in time frame and increasing in difficulty. The fourth mission will be endless, and extraction will be by the choice of the player.

Each of the finite missions will require the player to complete 5 waves before extracting. Between each mission, there will be no mechanical or design changes.

 The only difference will be the change in enemy behaviour (Max time between spawns, number of enemies spawned, speed of enemies)

Level Design:
I would want the event to take place in a more open area (like the summer water gun fight). This game mode is going to be fast and frantic, so i don't want the player's pace to be interrupted by vertical traversal - I want them to be in a constant cycle of bullet jumping and smashing.

There are also technical benefits to this decision - there is no need to implement procedurally generated levels (which can bring its own set of problems). Also, being that multiple pumpkins are going to instantiate, I believe a fixed level design will make it easier to isolate any potential PERF Issues.

Lastly, I think a fixed level design is artistically beneficial because it gives the environment artists more focused control in composing the way the layout should look.

Mechanics and Functions:
Pumpkin spawning: Have pumpkins spawn in a similar pattern to the Hallowed Flame event.

Enemy Spawning: Only enemies that have hammers. Same Spawn behaviour as survival survival mission - except rather then attacking you.

Enemy AI chasing pumpkins

Score Tracking: For UI, use the same scoring system as the index - the only difference is that rather

Win/Lose Condition

Pros:
- **Endless mission structure**: This is always good for players that want to grind.

- **No need for new assets**: We already have the tools we need to design this. We have hammers. We have pumpkins from the Hallowed Flame Event (and all scripts associated with them). We have the scoring system from the index (it can simply be adjusted so that instead of index points, the score is increased by pumpkins smashed)

- **Reusable Design**: I designed this event for Halloween, but the same design can easily be implemented in the theme of another holiday - for example: Valentine's Day. Instead of hammers and pumpkins, we can use pink bows and hearts. The enemy would still have the same objective, same AI patterns, same mission structure, same spawning and even the same level design.

Cons
- Potentially unfair to players who don't own a hammer (perhaps this could be fixed by making hammer components more easily obtained during the event)

- Enemy pathing issues: Warframe enemies are not designed to go after dozens of targets at once - it may be a challenge to switch AI behaviour that is accustomed to going after a 4 moving player objects to going after dozens of static objects

- Players miss out on XP opportunity for other weapons (although this didn't seem to be an issue during the summer water gun fight, since then you could only use a watergun)

- PERF Issues: the instantiation of multiple pumpkins, enemies trying to kill them, and things like lighting and vfx particles might contribute to low performance on consoles if the action gets too chaotic.