

Goals & Briefing

- Goal: Create a candy-themed, casually accessible MOBA-style game for young teenagers, at the behest of "Monarch", creators of the extremely popular "Confectionary Crumble".
- Our Target audience is young teenagers, specifically those not aware of the previous game, effectively using the game as a launching pad for new audiences.



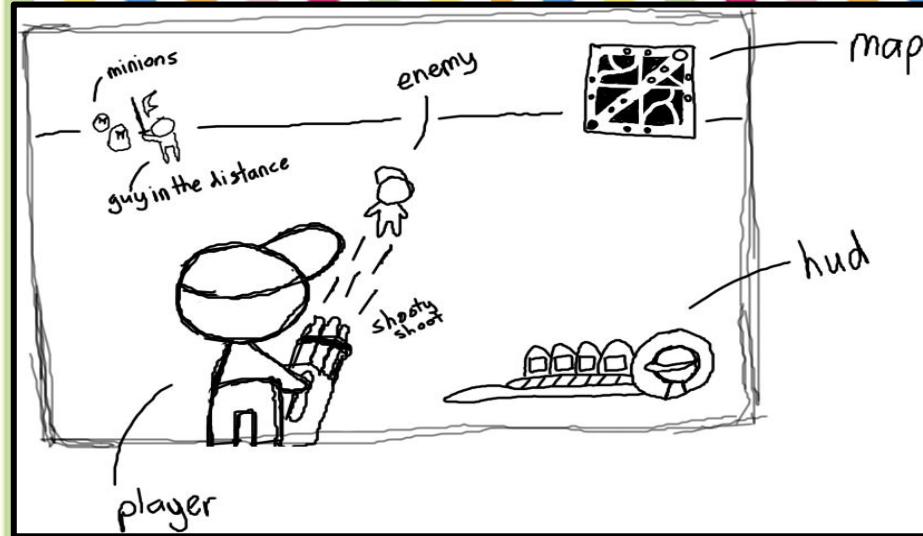


CANDiBOiZ.



Gameplay Flow & Design: Basics

- Elements of classical MOBA gameplay, Merged with old-school Third Person shooters
- Add an arcadey and casual appeal to an otherwise complicated genre
- Simplify and Speed up the traditionally inaccessible and slow gameplay of a MOBA for a younger audience
- Controls should be simple to pick up, as a console & PC title, a twin-stick control layout would function ideally for controllers and a Mouse for aiming + WASD for movement would function perfectly for Mouse & Keyboard



A QUICK Demo



User Experience & Main Menu



- This menu allows access to the player's settings, joining/inviting players to your session, starting games & viewing daily quests or accessing settings.
Intuitive, Simple, Fast, Easy to use



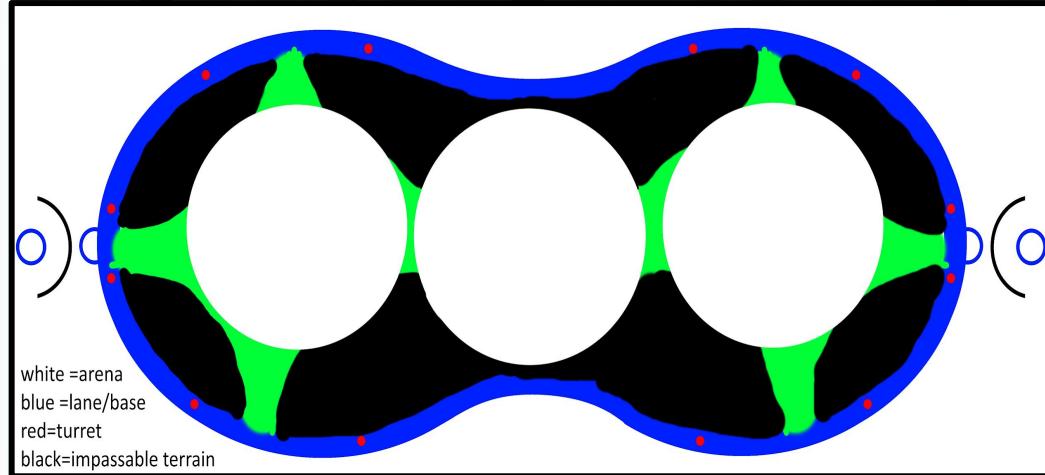
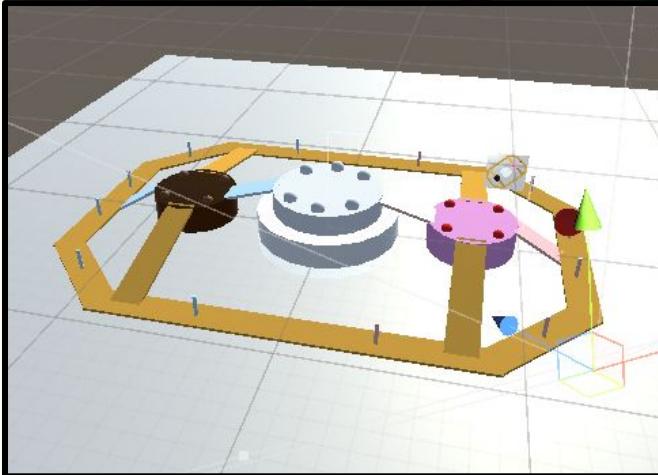
Gameplay Flow & Design: Lanes

- The core of a MOBA is present.
- Two lanes exists.
- At intervals, small gingerbread soldiers will spawn from each team's base and run down the lanes to meet and fight each other.
- Players can help fight them and push toward enemy towers and structures.
- Destroying structures allows the soldiers to push further, ultimately toward the enemy's Candy Kingdom.
- Destroying the candy kingdom ends the game in a victory for the team.



GAMEPLAY ADAPTATIONS #1: THE MAP

- Simplifying traditional three lane structure present in other MOBAs, to two (which also suits our desired four players per team, as opposed to five in other MOBA games)
- Changing the traditional concept of "sidelanes" or jungle pve areas into Arenas for events
- Two Win Conditions:
 1. points generated from takedowns/events and from destroying enemy structures. If a points goal is reached, then a team wins.
 2. If a Candy Kingdom is destroyed, then the perpetrator team wins.
- The dual win condition dynamic allows us to more tightly lock down the pacing of the game and allows us to tightly control the 10 - 15 minute desired game length.



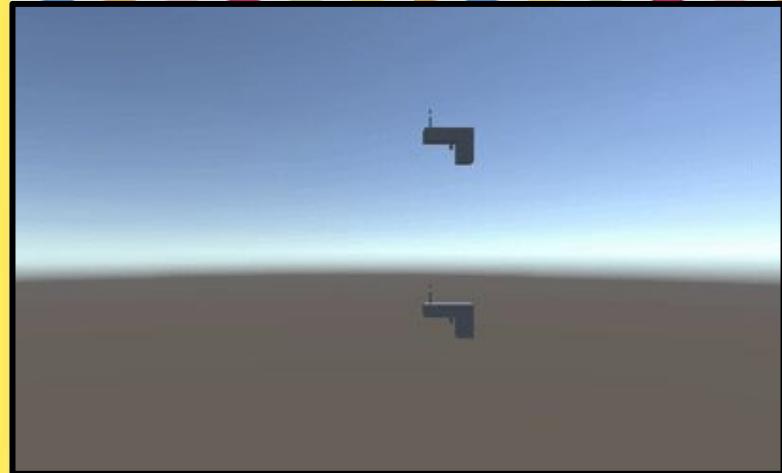
ADAPTATION GAMEPLAY S #2: EVENTS

- To keep the game fresh, despite the simplifications to other mechanics, we have implemented an events system mid-match.
- In the areas marked “arena”, randomly an objective will spawn, such as a large boss creature, a treasure hunt or a king-of-the-hill style control zone.
- The team which wins the event will be rewarded with points and weapon drops.



GAMEPLAY ADAPTATIONS #3: UPGRADES

- Modern MOBAs often incorporate an “item shop”
- These systems have huge learning curves and are difficult to comprehend at first glance.
- In place of an item shop, we will use weapon drops by enemies and in set locations on maps. The weapons will replace whatever currently held weapon the player is using.
- Different weapons encourage different playstyles, like the fast-firing Flossinator.



GAMEPLAY ELEMENTS: CHARACTERS

- Players choose one of five playable characters
- Quality > Quantity
- These playable characters have an active ability
- Characters have different skills and roles within a match, but should all be on an even playing field.
- As the game is a Four Players vs Four Players affair, we've set a "character limit" per team of 2.





Concept art



Willy Wonka



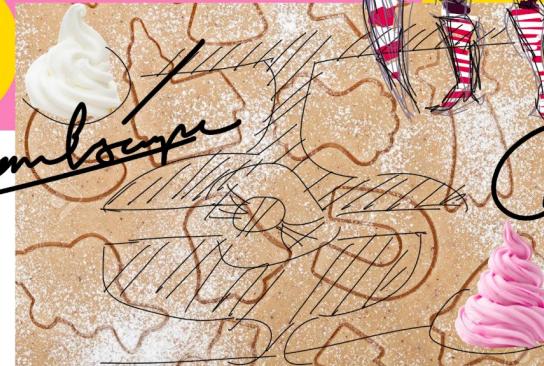
Currency

CANDY GAME

different candies



homelander



Crazy girl? Her? Villain?



Cherry Berry

Cherry
berry
describes
herself as
potentially
devastating

:)



DIANA FLOSS

Diana floss is the ultimate diva, her philosophy deprives of being class S in all subjects across the globe, her witty nature and sour personality makes it impossible for anybody to be greater than she is, after all she is the #1 DIVA



ONE KRUNCH MAN

Krunch all i
kno, me
krunch, no
punch just
krunch”



Cookie.Good.Cookie

Cookie spends most of her days applying makeup and dancing to sick beatzies, she is famous for her world record cookie throw, that has broken the internet many times .



The sour sisters have gotten their name from the SOUR socket cookbook, as well as being the ultimate sisterly team they sometimes let there differences GET the better of them

SOUR-SISTERS

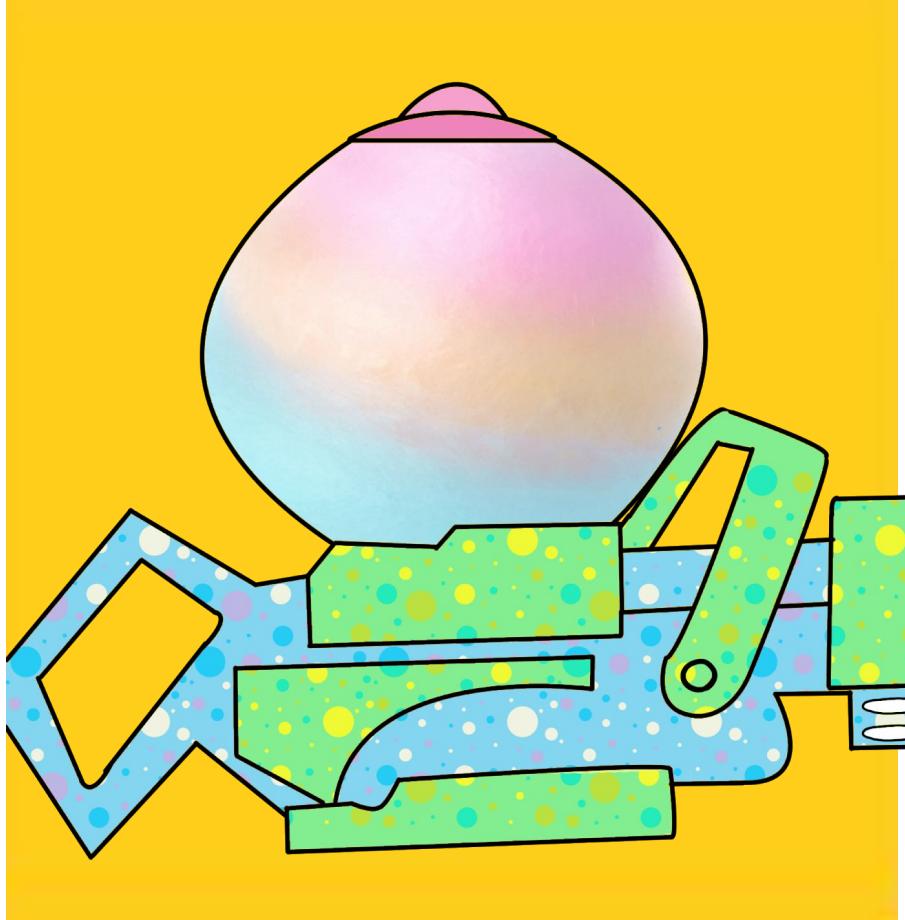


CanStock

HAND-GUM

*Very high
damage but long
bullet travel time
and slow fire
rate, every player
starts with this
weapon*





flossinator

High rate of fire
but weak damage,
able to push
players back and
off the map

Easy to use



SHMAK

- . This melee weapon grants the wielder a movement speed boost
- . Melee weapon slams down knocking the user back
- . Low damage useful for getting around the map fast
- . Easy to use hard to master

Overall Aesthetic ideas



A vibrant, colorful illustration of a fantastical landscape. In the foreground, a winding path leads through a dense forest of trees with thick, textured trunks. One tree on the left is covered in numerous orange and pink pear-like fruits. Another tree on the right has large, sweeping purple branches. The background features rolling hills and mountains under a clear blue sky with a bright yellow sun rising or setting. Various other fantastical elements like tall green plants and small buildings are scattered throughout the scene.

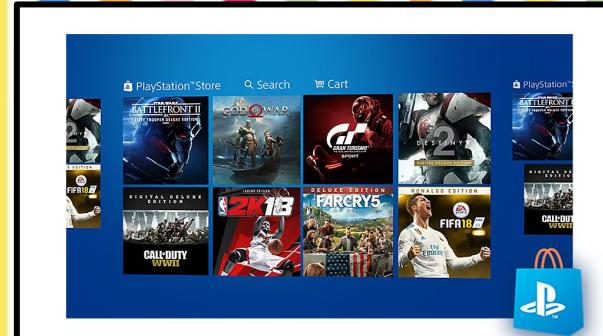
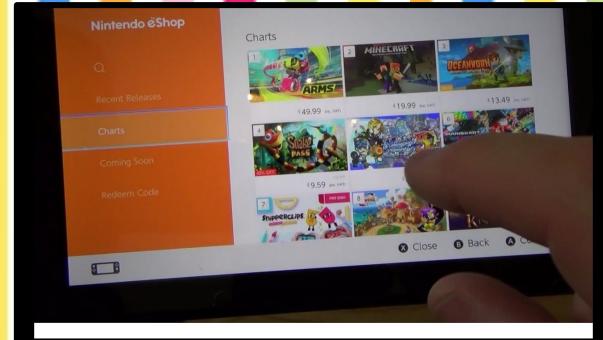
Lane style

RELEASE & DISTRIBUTION

Aim for a Console release primarily, as our target demographic is the majority for that platform. Specifically digital releases on Playstation Network, Nintendo E-Shop or Xbox Live.

A PC release should be labelled as a possibility, since porting should be simple, but not as high priority as getting the game onto console. Steam would be the ideal platform.

Potential for releases on Mobile, in an altered state. Though this would be much down the line.



In-Game CURRENCY

PREMIUM



Candy
wrappers

NON-PREMIUM

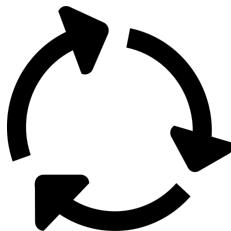


Chocolate
coins

SKINS



PLAYER Retention



- The way weapons are set up it is very easy for our design team to quickly and effectively create and release new weapons
- Characters can be set up in a similar fashion to allow for very quick creation and release of new characters.
- Seasonal Events

