

Confectionary Crumble

Brief Keywords

- **Gameplay:** MOBA, multi-player, no pay-to-win
- **Look:** Candy, bright, tasty, Wreck-it-Ralph
- **Target Demographic:** 12 and up, fun/light-hearted, no killing
- **Platform:** Steam/PC
- **Other Specifications:** Candy weapons with behaviors influenced by candy, themed arenas, some method of player retention eg loot-boxes, cosmetics

Game Mechanics

Character Classes and Weapon Types

Individual weapons to suit each character.

Fairyflosser

- All about the speed

Cruncher

- All stats about the crunching doesn't care for anything else

Sour Power

- Stats all about the SOUR skill (poison)

Sweet Tooth

- All around character stat wise

Weapons

Stats

Every character starts with same weapons/stats, “better” items will be scattered around the maps in areas that are hard to get to but rewarding to achieve.

Abilities and Skills

Skills will be optioned based on chosen character and will aid starting weapon/player stats e.g speed and with some character items obtained in game.

Items/Weapons

Kills and Respawning

- No blood or direct references to “killing” or “death”. Being shot at just covers a player in candy until they are unable to move. Kills are referred to as being “candied”. Kill count = candied count.
- Upon being “candied”, player is carried back to spawn with a candy-grabber.



Game Modes

Structure Defence

Elimination

- Every time a player gets “knocked out” and sent back to spawn, the player who eliminated/knocked out the player will gain 1 candied count every time a player is knocked out.

Candy Collection

Capture the Candy

- Capture the Candy will act similar to a normal capture the flag game with a twist, the maps will be specially made for this mode and will be a lot larger with a higher player count than any normal game.

Control Scheme

Keyboard Layout

- Keyboard and mouse will be our main source of control over the game, as mobas require accurate mouse and button presses to remain competitive.
- Gamepads through experience are better with the fps and platformer genre in which we are not making.

In-Game Currency

Premium and Non-premium

- Chocolate coins are earned after every win and can be used to buy in game items at a high price.
- Candy wrappers made of cash that can only be purchased with real life cash, in game items will be less expensive with this currency and will act as a means to receive in game items faster than chocolate coins.

Aesthetic

Overall Graphical Style

Bright and colorful, cell shaded look to bring out the cartoony and bright theme.

Option 1

- Takes inspiration from western-style cartoons

Option 2

- Takes inspiration from anime

Sour Candies = Poison



Menu Structure

Game launched

- Monarch splash screen
- Team splash screen
- *LOGIN PAGE*

LOGIN PAGE

- Username/email address field
- Password field
- Login button
 - Successful login -> *MAIN MENU*
 - Failed login -> Tell player login failed
- Forgot password button -> Open browser to game website/forgot password page
- Sign up button -> Open browser to game website/sign up page
- Options button -> *OPTIONS PAGE*

MAIN MENU

- Top/side(?) bar
 - Logout button
 - Log out player -> *LOGIN PAGE*
 - Options button -> *OPTIONS PAGE*
 - Friends button -> *FRIENDS PAGE*
 - Your profile button -> *PROFILE PAGE*
- Find quick match button
- Play with friends button
- Skills/equipment button -> *CUSTOMISATION PAGE*

OPTIONS PAGE

- Audio options
 - Music volume slider
 - SFX volume slider
 - Mute toggle
- Graphics options
 - Resolution drop down menu
 - Quality options (low, mid, high, ultra)

FRIENDS PAGE

- ???

PROFILE PAGE

- ???

CUSTOMISATION PAGE

- ???

Teams

Red vs. Blue

- Easier than other options if we don't want to restrict characters to one team

Arenas

Gingerbread Arena

- Avoid overly brown and boring palette by making it somewhat "Christmassy", adding candy canes, lots of frosting, those gummy things you put on gingerbread houses.
- A village of gingerbread houses, lanes are streets, jungle are alleys/backyards

Milk and Cookies Arena

- Towers could be bottles of milk that when you destroy, spills milk everywhere which causes a debuff called "Soggy" (weakened attack? slower speeds?). Alternatively, a buff called "Strong Bones" (higher defence).

Cake Arena

- You can hide in big blobs of whipped cream/icing.

Halloween Candy Arena

- Spooky scary

Sound Effects

Music

Characters and NPCs

Player Characters

Shopkeepers

Minions

No minions

Bosses

Player Retention/Extending Lifespan

Events

Monthly bug fixes and character changes according to player feedback and devs' envisioned game.

- Use website blog for communicating upcoming changes, facilitating feedback, and just as a general way to stay in the minds of the player base.

Tournaments

- Probably aim for casual events aimed more toward kids. If by some miracle the game is actually good competitively, go full eSports.

Weekly/Monthly New Content

Skins

Characters

Game Modes

Pitch Summaries

(Old, delete once still-relevant stuff is moved)

Option 1

- Top-down view, longer matches, ~30min
- A roster of ~16 playable characters on launch
- More focused on lore and story. Lots of background and personality in every character.
- Weapons and items spawn randomly around the arena or are dropped by mobs. Player characters get a basic weapon based on their class/element combination, but will pick up new, stronger weapons as they play, allowing for an element of variety.
- Money dropped can be used for
- Art style based on Western cartoons. Stretchy, goofy characters, lots of shapes and sizes. Neon colours.

Option 2

- Over the shoulder view, fast-paced, ~10 minute matches. Work with your team to destroy the other side's base. Instead of dying and respawning, candy sticks to you and if you're hit enough times, the candy traps you for increasing periods of time.



- Casual, lighthearted, simple enough for people new to MOBAs to not feel intimidated. Objective and actions available to the player should be easy to understand and get used to.
- A focus on customisation. Player characters are customisable, with candy-type chosen determining stats/playstyle. Customisation items can be bought with money earned from matches.
- Art style takes inspiration from anime. Regular pretty character art with chibi 3D models. Chibi models are easier to reuse and will be cheaper. The 12-16 age range is prime weeb-phase time. Pastel colours.



Unsorted/Shared Theming

Weapons

- Licorice Slingshot

Ammo

- Peanuts
- Marshmallows

Explosives

- Cherry bombs (grenades)
- Explosions have a rainbow sprinkle effect

Magic

- Sour candy acts similarly to poison in other games