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Roles

Micheal Fleming - Game Designer. Presentations, Design Document, Map Design, Mechanics Design, Side Presenters

Zane Kerin - Game Designer, Presentations, Design Document, Map Design, Mechanics Design, Lead Presenter

Bradley Hargraves - Game Artist, Presentation, Art Documents, gun art? Character design, Side Presenter

Anesu Mlambo - Same as above, Presentation, Splash sheet?, character art?, Side Presenter

Ashley Richmond - Game Programmer, Presentation, The Demo!!!, TDD, Side Presenter

Josh Ferguson - Game Programmer, Presentation, Gun gif thingy, TDD, Side Presenter

Candy based decisions

<https://cdn.discordapp.com/attachments/560751541645082627/560756013733511168/Capture.PNG>

BEST MAP ez win ?

Candy based combat ideas

- Cherry cake that can spew flames out of its cherry tops
- Shotgun shaped like choco bars that split off and regenerate when reloaded
- Flying saucer
- Machine gun that shoots gummy bears
- Double sided candy cane melee weapon
- Fairy floss magic ?
- Candy hat that has gadgets
- Jelly basketball
- Jelly bullets ?
- Backtab insta respawn
- Gumball mini gun
- Dark souls combat ?
- Dubstep candy gun

- Push pop sword
- Kit kat

General List of Candies to take inspiration from

HARD CANDIES

lollipop
peanut brittle
candy canes
jawbreakers
rock candy
pez
peppermints

SOFT CANDIES

marshmallow
cotton candy
gumdrops
jelly
rocky road
bubble gum
musk sticks
licorice

COULD BE EITHER

caramel
chocolate

OTHER SWEET STUFF

strawberrys
ice cream
wafers
cherries

quote / character ideas

Minion ideas

- Candy people/en? (Literally, just rip off Adventure Time and it'll be good)
- Truee
- Oompa loompas (enemies ?)
- Types of candy?
- Hard candy
- Soft candy
- Willy wonka as the shopkeeper?
- MnM

Overall style

- Candy?
- Bright
- Cartoony
- Cell shaded
- Outlined ?

Ideas for a respawn/death mechanic

- <https://www.youtube.com/watch?v=mkH4UgIJRmA> lolol
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Themed arenas

- Gingerbread
- Snakes and ladder style, with sour snakes (game mechanic idk)
- Candy wrappers
- Milk and cookies
- Round Cake styled battle arena (1 v 1 v 1 v 1 v 1 arena?)

Player retention

- Rankings when game is DONE!!!!!!!!!!!!
- Comps
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Loot Boxes

- Don't have them ez

Currency

- Two currencies: A premium and non premium currency`



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Cosmetics / skins

- Pretty (and bright) colours
- Reds, pinks, yellows, lime greens
- Shiny
- Easy shapes
- Simple and recognizable as candy
- Consistent style
- Style that can be replicated easily by other team members
- Pretty Patterns
- Consistent colour palettes
- Cohesive and makes sense for the overall design.

Gameplay based decisions

Team size

Candy nashor?? / Wilma Wonka

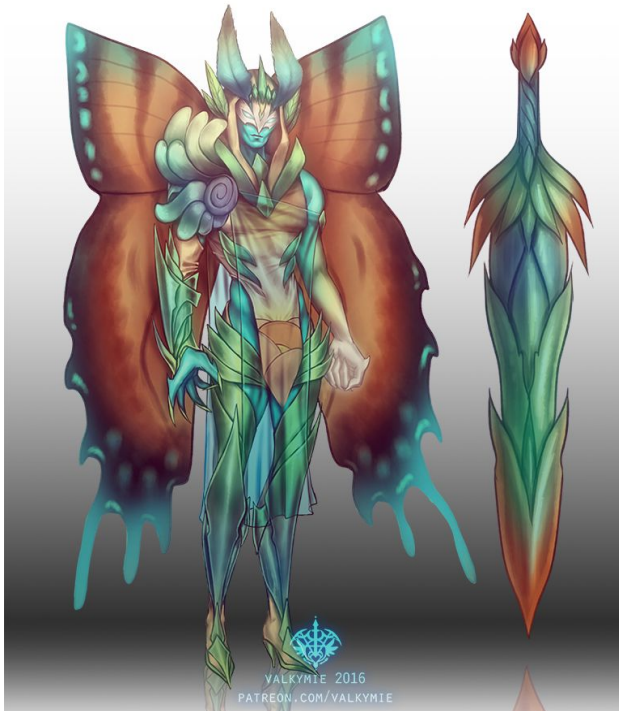
Win condition

- Structure defence
- Elimination
- Candy collection? (brawlstars)
- Capture the flag (candy)

Game pace
(fast? 5-15 minutes?)

Roster type (heroes/ equipment)

- Hard vs Soft Candy
- Aatrox but hes made of candy



ITS GREEEEEEAT

Remember: “MUST LOOK TASTY”
“ LIGHT HEARTED”