



# Proposal 1

# Mechanics

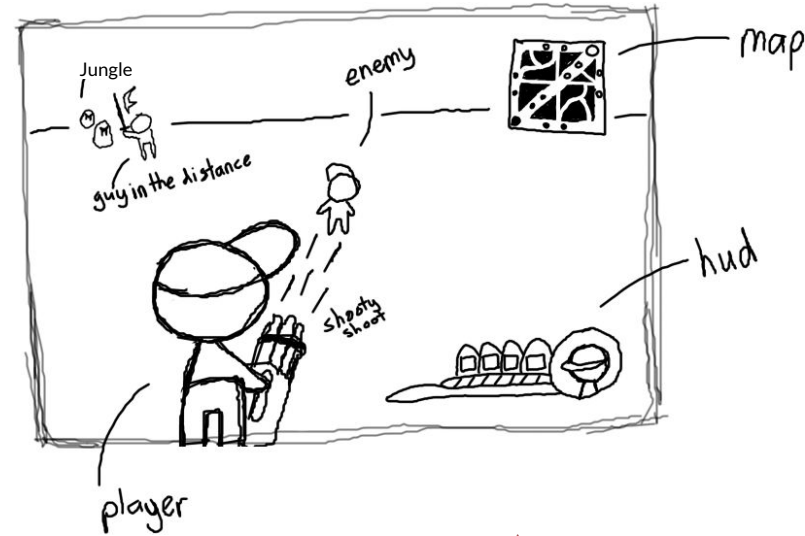
Behind the back camera e.g ratchet & clank

Adds in PVE elements without traditional laning mechanics

Lighter hearted/Less competitive game

Instead of dying, players attempt to encase the enemy in candy, when encased they will be brought back to base by a candy-grabber arm thing (mechanically functions like dying in a standard moba)

Players generate points by defeating enemy players, winning events throughout the map



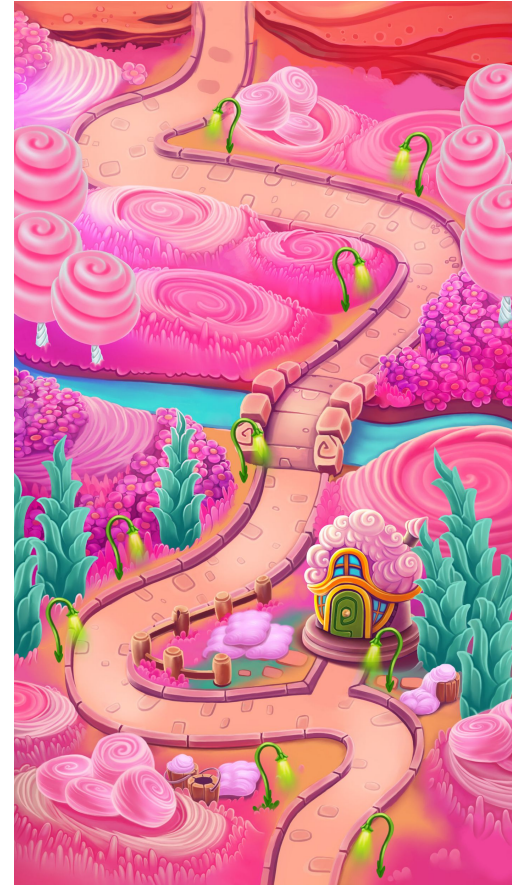
# Map mechanics

Events on map setup randomly for a list of possible events (e.g: king of the hill, deathmatch, boss spawns, treasure hunts)

No minions, Jungle is used instead

Light RNG map generation to set up 'lanes' and event locations.

3v3 || 4v4

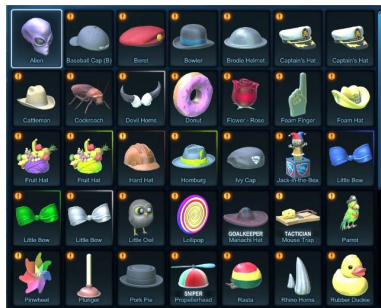


# Economy

- No in game item system that affects gameplay
- Real-World money purchases premium currency
  - Used to buy weapon and character skins
- Can win/earn this money by playing i.e through daily quests etc.



=



## Quests

**QUESTS**

- > Main Quests
  - Triple Threat 0%
- > Tutorial Quests
- > Hero Quests
- > Side Quests
- > Daily Quests
  - Mission Specialist (Stonewood) 0%
  - Husk Extermination (Soldier) 0%
  - Mission Specialist (Canny Valley) 0%**
- > Challenges
- > Completed

**Mission Specialist (Canny Valley)**

This is a Daily Quest. You can have up to three Daily Quests at a time. You can swap out one Daily Quest per day using the abandon button.

This Quest must be completed in Canny Valley.

**Complete 3 missions in Canny Valley 0/3**

**REWARDS**

20x Founder's Coins

launch in stonewood  
[12:57] chuups: hahahah  
[12:58] Sens8tions: anybody for Plankerton SSD 9?

Global Enter to chat or "/" for options

Pin Quest Play

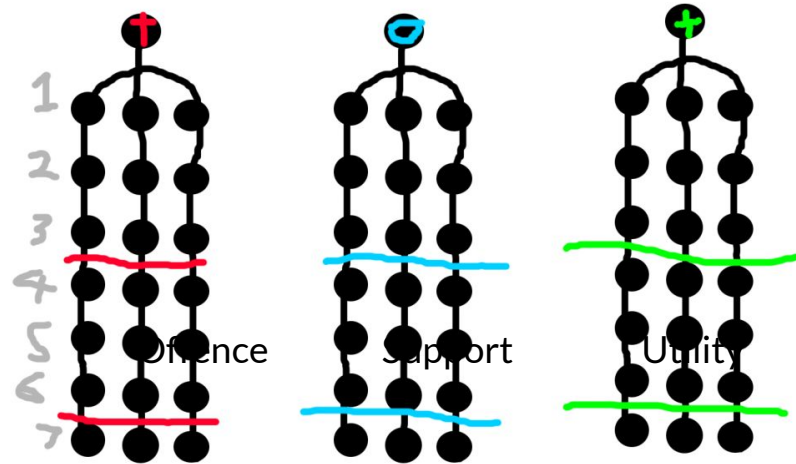
# Characters

Skill Trees as opposed to regular character systems

Offence tree to hit hard

Support tree to make other people cool

Utility tree if you don't want the other team to enjoy the game





# Overall Aesthetic ideas





Concept art



Ompa  
Lompa



different  
candies



Willy Wonka

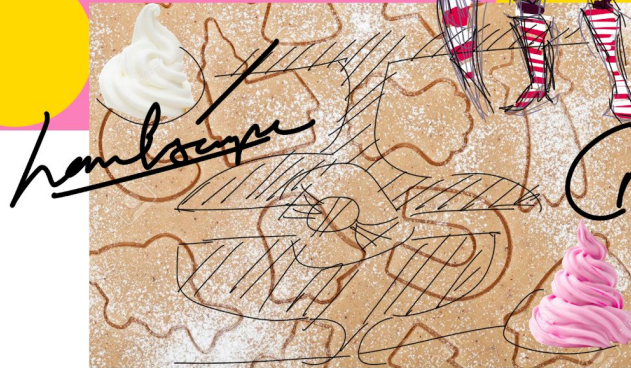
**CANDY  
GAME**



Crazy  
gear? Hero?  
Villain?



Currency



hamburger



# *Control scheme*

- Controller w/ dual thumb stick for camera and movement
  - Attack with the trigger
  - Skills on the bumpers
- Keyboard
  - WASD movement, mouse controls camera
  - Attack with mouse
  - Skills mapped to Q, E



# Player retention

Seasonal events

Consistent updates inc. new content

Daily/Weekly quests to encourage play

