



# Proposal 2



By ashley

# *General mechanics*

**Top down camera**

**All attacks will be aimed manually, as opposed to automatically.**

**No respawns instead getting covered in sticky candy stopping you from moving from the waist up and therefore attacking, until you return to an allied structure for a duration that increases throughout the game**

**Candied Count replaces the “kill count”**

# *Map mechanics*

destroy the base,

minions will march towards the enemy base hitting the first unit from the other team they find

Towers will be large gingerbread structures they will deal high damage to single targets, minions will help avoid the damage

Towers and the base will give you regen and help you recover from being candied

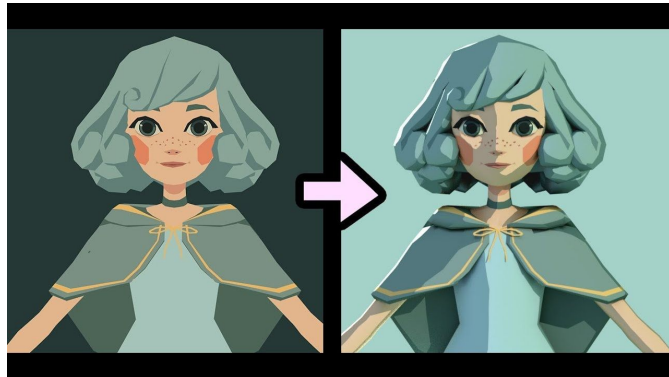
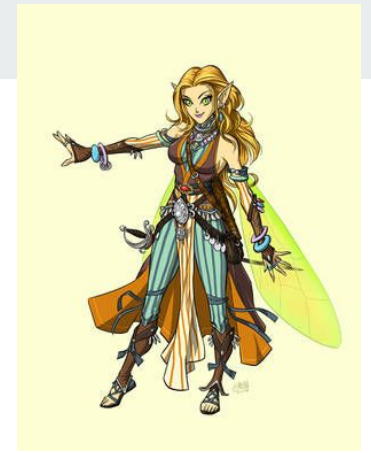
Occasionally weapons will spawn must “channel” (hold button and not take damage) for 5 seconds to pick up

# Control scheme

- Dual thumbsticks should be sufficient as we have motion direction and attack direction a trigger to attack and the a button to pick up new weapons.
- For those on pc without a controller WASD will move left click will attack in the direction of the mouse and space will pick weapons up.



# Overall Aesthetic ideas







Concept art



*Ompa  
Lompa*



*different  
candies*



*Willy Wonka*

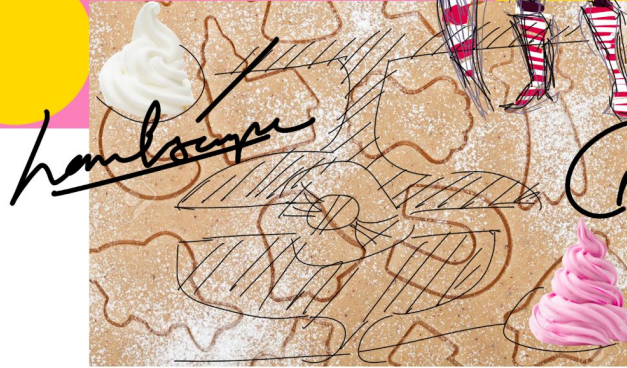
**CANDY  
GAME**



*Crazy  
gear? Hero?  
Villain?*



*Currency*



*hamburger*

# Stats and abilities

Every character starts off relatively the same

## Weapons and character specific stats change the flow and variety of the game

Starting weapons will be weak better weapons will be hard to get to but change the flow of the game and will be powerful but have clear weaknesses.



# WEAPONS



Lollipop hammer (low range, high damage) Stun

Gumball gun (high damage, low rate of fire) Slow

Hot chocolate sprayer (high rate of fire, low range) AoE

Candy Cane rifle (high range, low rate of fire) increased vision range

Gumball minigun ( high rate of fire, low damage ) damage reduction

cherry grenade ( high damage, high range, single use )



# Character Classes

## Fairyflosser

- Moves fast
- Increases fire rate of weapon

## Crunchette

- Has a lot of hp
- Bonus damage

## Sour Power

- Harder to play
- Adds damage over time to weapons

## Cheeryberry

- Weak early game
- Gains stats based on current weapon

Minions change depending on arena and theme

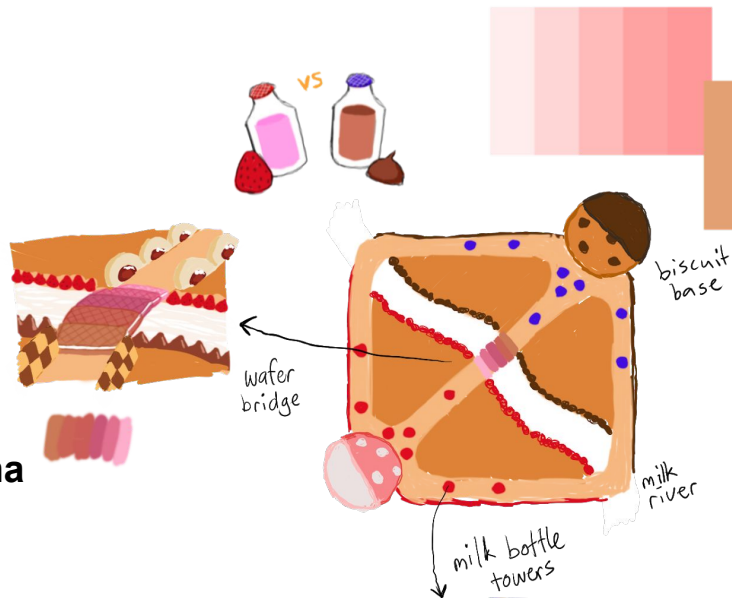


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# maps/arenas



## Gingerbread Arena



## Milk and Cookies Arena



## Cake Arena





# In-game currency

**premium**  
Candy wrappers



**Non premium**  
Chocolate coins



to coins





# *Player Retention/Extending Lifespan*

## Constant updates

- Balance changes
- New weapons and characters
- Lots of skins

## Limited time events

- Easter (chocolate event )
- Christmas (gingerbread themed)
- Limited time game modes
  - Egg hunt
  - Chase the gingerbread man

## Daily quests

- Games won
- Players candied
- Certain arena