Slippery Bash

Ice Golem v Ice Golem

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Game Proposal

Game Description

Game Idea

Slippery Bash is a top-down 3D arcade game where players are pitted against each other, using the environment and events to knock other players off the platforms, and become the last Ice Golem standing! The game utilizes real physical properties, inspired by the lab theme, wet and slippery, to allow the players free-for-all struggle through round after round of escalating chaos until one victor remains!
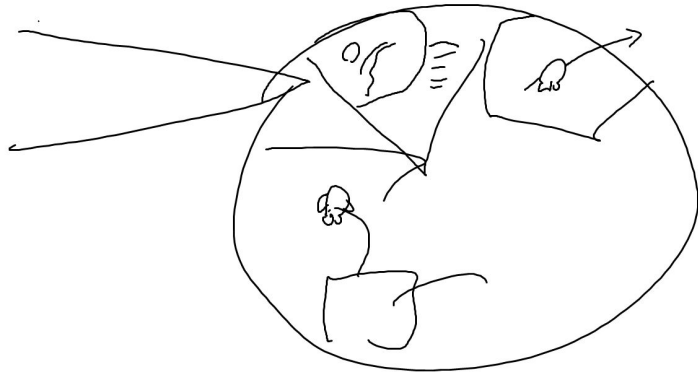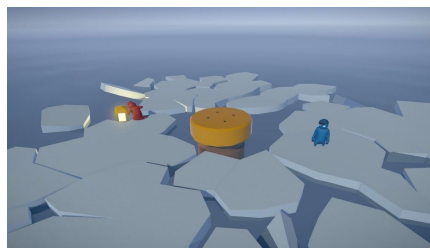

Inspiration

Crash Bash (2000)

Gang Beasts (2014)

Overcooked (2016)

Story

In hundreds of years, there are no humans on the planet. Have they gotten extinct? Or did they just leave the planet? No one knows. But in their absence, the mythical energy of the planet regained power and gave life to creatures such as… Ice Golems! However, these creatures soon realize that the world is not like how they know it. The weather is changing like crazy, no solid ground to stand, and what are those self driving metal monsters? This is no place for an Ice Golem! But their will is strong and they will do anything to survive. Even if it means to get rid of their own kin. After all, Ice Golems live in solitude.

Lobby

A player starts a lobby from the main menu. Additional players may join at any point in the lobby before the game starts (for the original version, only couch co-op is supported). A player may also start the game alone.

HUD

There is no real in-game HUD. Instead we want the players' focus to be entirely on the environment and the players they are up against, as well as the events taking place. There is HUD for swimming only in water, showing the time remaining before drowning.
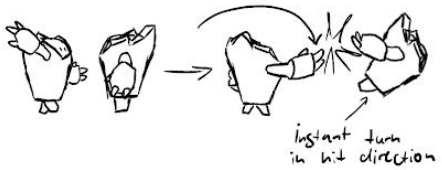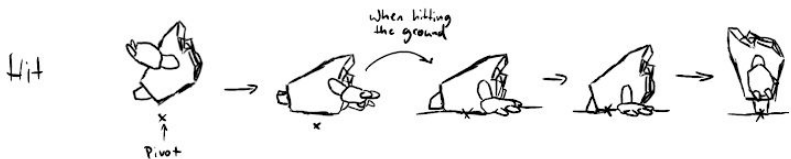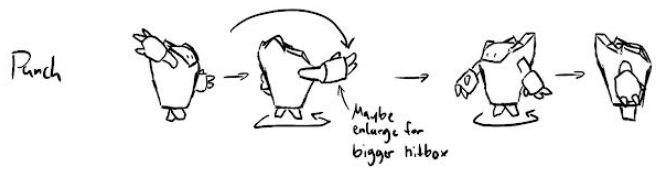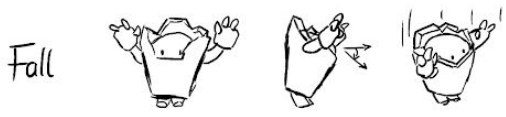
Camera

The camera views all players from a slightly tilted top-down view that puts emphasis on the characters and the hazards that are nearest to them. There is no split-screen, as all the players should be visible in the same view, which additionally allows for fairness, especially when considering game-changing events or environment destruction.

Graphics

The game has cartoony graphics with emphasis on special effects, and a cute artstyle that draws from the inspirations used in coming up with the game, as well as helps to deliver the intended fun message of the game, while putting players in the correct atmosphere.

Character Design

The Ice Golems that the players control take on a very close resemblance to the design of the entire game, resembling a very cute and wholesome interior that attracts the players, while having a pretty rough outer shell that deters enemies and keeps danger at a distance.

Idle

Run

Slipping

Jump

Fall

Punch

Maybe
enlarge for
bigger hitbox

Hit

When hitting
the ground

x
Pivot
x

Instant turn
in hit direction

=> Animation used for both
Idle & Move
↳ but speed changes

Swim

Drown

Win

1 unit

1 unit

17.11.2020
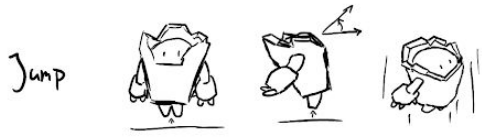
Sound Design

For the Background Music, different music for each ongoing event; they are very similar but also slightly different so that the players do not get shocked from the change, but rather enjoy a smooth transition that signals the different parts of the level.

Basic Game Loop

Upon entering the game, the players are greeted with a countdown, after which the game starts and the players have control of their characters. As time progresses, the environment starts to fall apart, and events start occurring to make survival even harder. The platform takes on different physical properties depending on several factors (events, players, environment breakup, etc.). The last player standing is the winner.
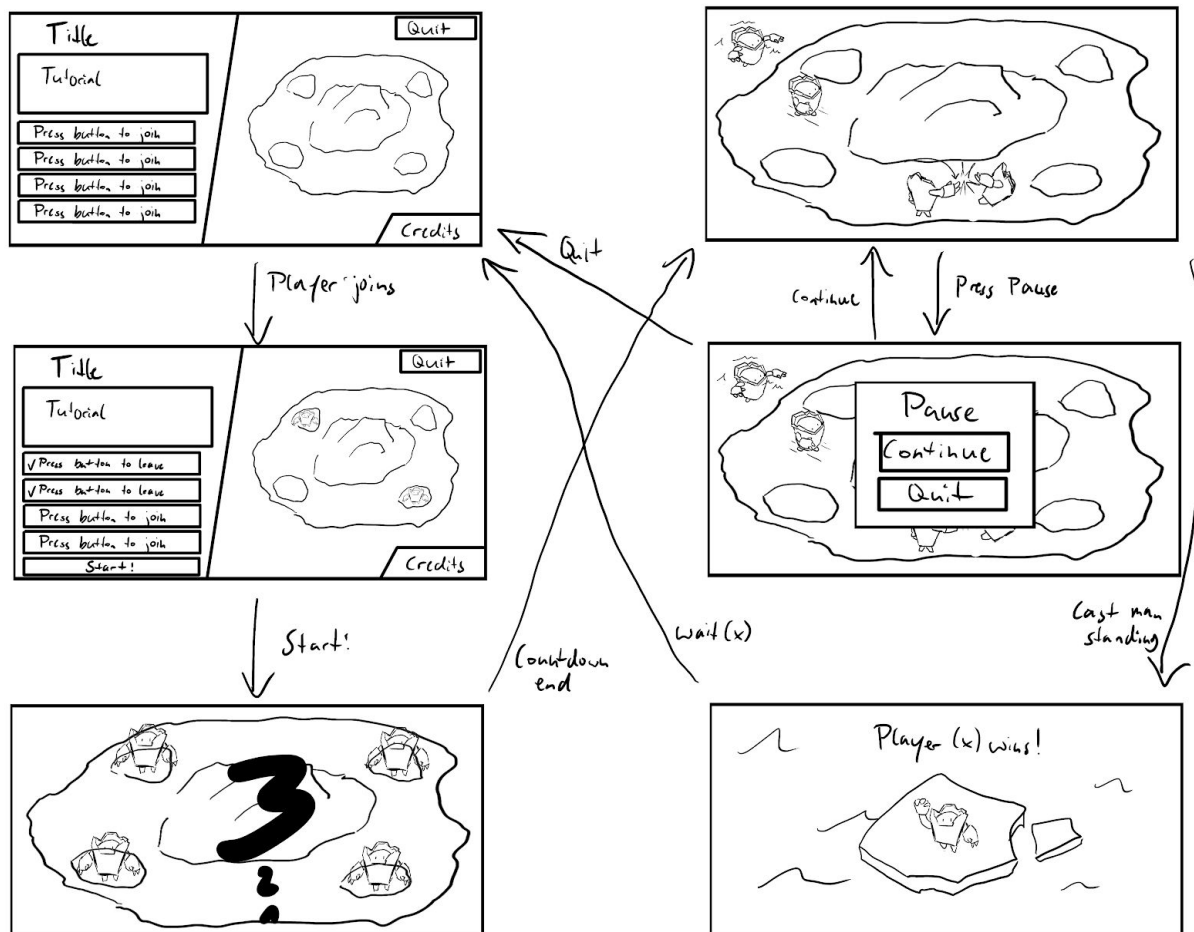
Environment

The players start out in an environment that is very largely intact, but very slippery, making it hard for players to navigate the level. As time progresses and players move around, the environment breaks apart into multiple smaller platforms, making it hard to stay on the already slippery ground. The environment is also affected by dynamic events that determine to a large extent how the level is broken up.
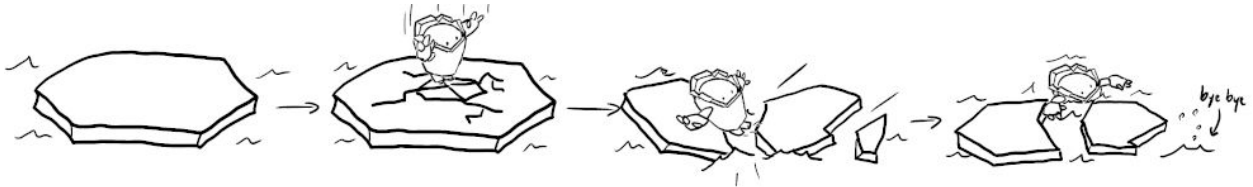
Events

The events are dynamically triggered at random throughout the gameplay loop. An event will occur, causing a change in the sky, water, sound(s), and can also carry some dangerous hazards that the players have to watch out for. The events alternate, occurring one after another in no particular order.

The events are:

- Idle, where the tide is calm and the sky is clear
- Titanic, where a ship hits the stage causing destruction from the point of impact
- Storm, where lightning occasionally hits the stage, stunning players the affected area
- Snow, where the tide is flat, and water freezes to reform parts of the broken stage
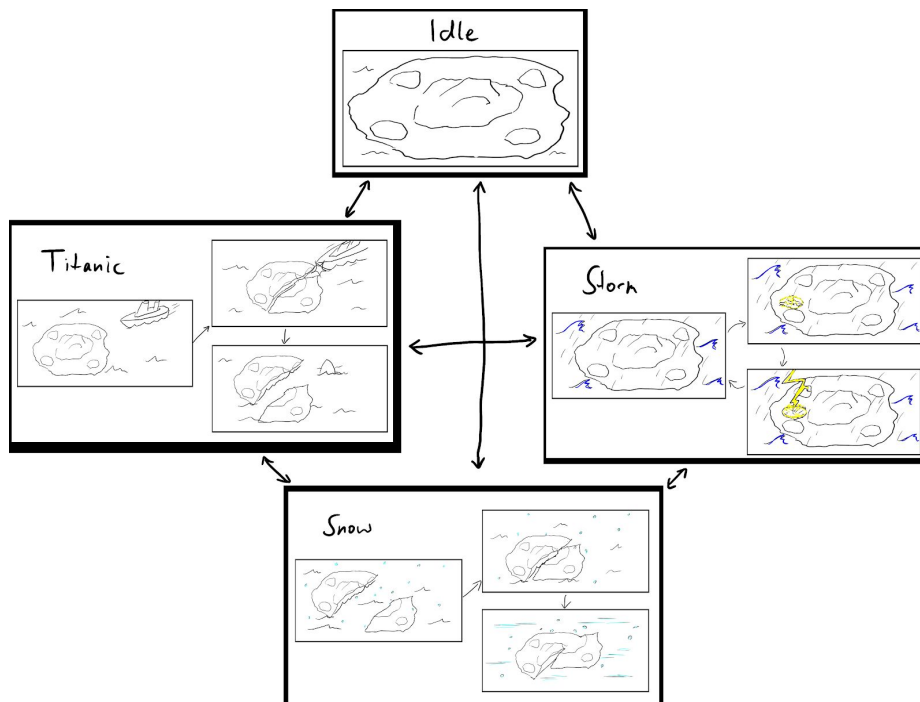
Player Actions

All players have the ability to:

- run, which is much harder on the snow

- jump, and they must land before jumping again

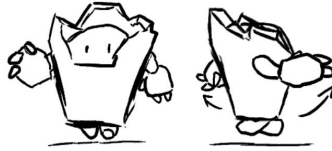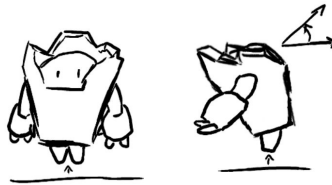- punch, to try and knock players off the platform
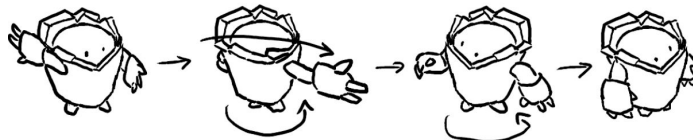
- swim when they fall into water to try to get back to safety

PvP (Default)

In Player versus Player (PvP) mode, 2+ players are present when the game starts; they start out on a platform, each player on different end, and as they start playing and the environment starts to break apart, they must do their best to survive, while also trying to knock all other players off the platform, and making sure they cannot outlast them. The round ends when only 1 player is left standing with all other players drowned.

Solo Mode

In survival/solo mode, the player tries to survive the dissipating level and hazardous events for as long as possible, allowing players to enjoy the game even if they have no friends around to play with. The round ends when the player dies, and the timer's value is saved as their survival time (if it's high enough for a high score)

Leaderboards

Leaderboards allow players to compare scores and compete to climb the ladders, ranking them among their peers top to bottom. The PvP leaderboard ranks players with respect to time. The Solo leaderboard ranks players using survival time, with the player with the largest survival time having the highest ranking.

Assessment

The selling point of the game is that it is a physics-based competitive multiplayer game, which is easy to play and fun for gatherings and game nights. The game will appeal to people who enjoy couch multiplayer and party games. It provides simple controls and visuals that will make it enjoyable for a wide range of audience. The game also provides some fun mechanics like slippery physics, jumping, punching, buoyant platforms, and dynamic destruction system which when combined together will give a unique fun experience.

Development Schedule

Used development style : *Agile Development*

Sprints

- Physical Prototype (17.11-02.12)   **1**
- Interim Demo (17.11-23.12)   **2**
- Alpha Release (23.12-27.01)   **3**
- Play Testing (27.01-09.02)   **4**
- Final Release (09.2-23.02)   **5**

Each Subtask is assigned according to its priority to the 5 sprints.

Akbar || Moritz || Tarek || Omar || ALL

EPICS	Tasks	Subtasks	Milestone
UI	Lobby UI	Design and integrate Title	**2**
		Design and integrate Tutorial	**3**
		Add credits	**4**
		Design and integrate Quit Button	**3**

		Design and integrate join/leave button	2
		Design and integrate Start Button	2
	InGame UI	Design and integrate Countdown	2
		Design and integrate Event indications	2
		Design and integrate Pause Screen	3
		Design and integrate Game Over UI (with and without winner)	3
	Character UI	Design and integrate Strength Bar	2
Character	Controller Input	Handle multiple inputs for multiple players	2
	Character Mechanics	Implement Moving	2
		Implement Jumping	2
		Implement Punching	3
		Implement Swimming	3
		Test and polish mechanics feel	4
	Character Physics	Setup gravity	2
		Make movement dependent on the surface (slippery or not)	2
		Setup Buoyancy	3
		Implement hit behaviour	2
	Character Animation	Integrate the animations to the character movement and state	2
Stage	Level Design	Create whole stage design	2
	Breaking Mechanic	Break one object into two	2
		Make the breaking depend on hit point	3
	Combining Mechanic	Combine touching multiple objects into one again	3
	Piece Physics	Add buoyancy	2
		Piece lifetime and sinking	3

Art Creation	Character	Modelling, Texturing and Rigging of the character	2
		Create Idle Animation	2
		Create Walking Animation	2
		Create Jumping Animation	2
		Create Swimming Animation	3
		Create Hit Animation	3
		Create Drown Animation	3
		Create Win Animation	3
	Stage	Modelling and Texturing level meshes	2
	Titanic	Modelling and Texturing the ship	3
VFX	Storm	Lightning spark effect	3
		Lighting strike effect	3
	Titanic	Smoke particle effect	3
	Water	Water with adjustable waves	2
		Foam on object interaction	2
		Frozen Water	2
	Weather	Rain particles	3
		Snow particles	3
		Lighting settings	2
Game Loop	Events	Titanic Behaviour	2
		Storm Behaviour	2
		Snow Behaviour	2
		Transition between events	2
		Update UI	3
	Lobby	Handle player join and create character	2
		Handle Quit Button	2

		Handle Start Button	2
		Update UI	2
	InGame	Implement countdown	2
		Implement Pause Behaviour	2
		Check for survivors	2
		Implement Game Over Behaviour	2
Prototype	Brainstorming	Find ideas how to implement a real world prototype of our game	1
	Creating	Create the prototype	1