Slippery Bash

Ice Golem v Ice Golem

Team Ice Guys

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Game Idea (Utilize Physics to win games and break hearts)

A 3D **Physics-based** Couch **Multiplayer** Game, where players **bash** each other from a **slippery breakable** ice platform.
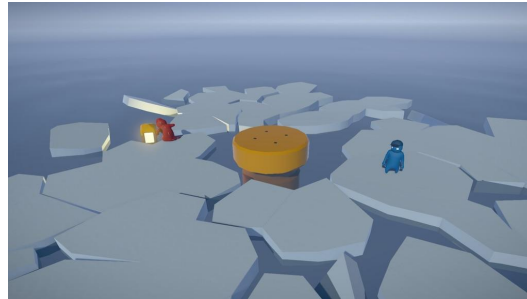
Core Mechanics:

- Top-down view
- Local Multiplayer PvP
- Jumping and Punching
- Slippery Physics
- Buoyant Surfaces
- Dynamic Destruction System

Inspiration

- Crash Bash (2000)

- Gang Beasts (2014)

- Overcooked (2016)

Story

- Post-apocalyptic, no humans
- Crazy weathers and pollution
- Ice Golems that have returned have to struggle in this mess

Basic Game Loop

- Lobby
  - Player joining
  - Try out player mechanics
- Game
  - BATTLE ROYALE!
    - Fight others off the platform
    - If you fall in the water
      - Swim back up
      - Take too long…
        - …and you lose
  - Pause Menu
    - Pause/Resume at any time
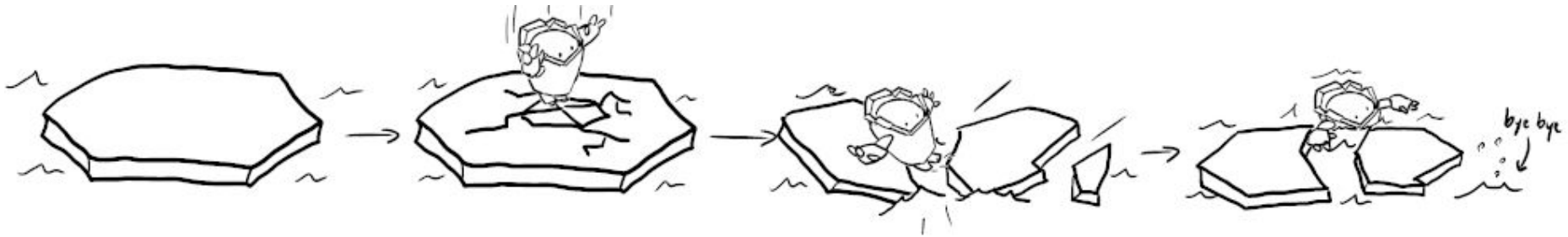   - Additionally, quit at any time
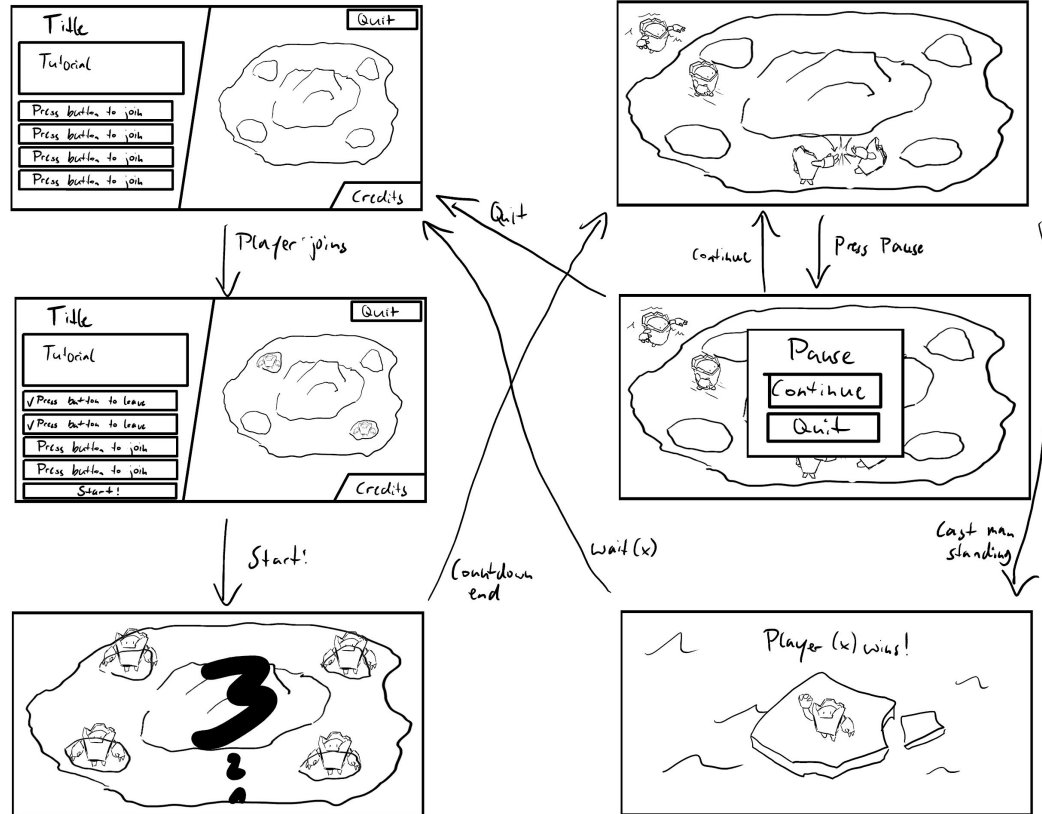
Player Actions

- Run

- Jump

- Punch
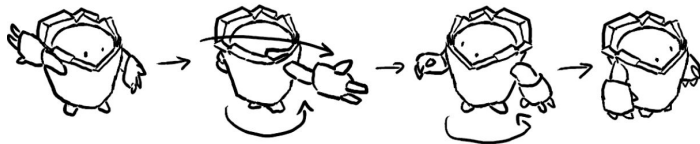
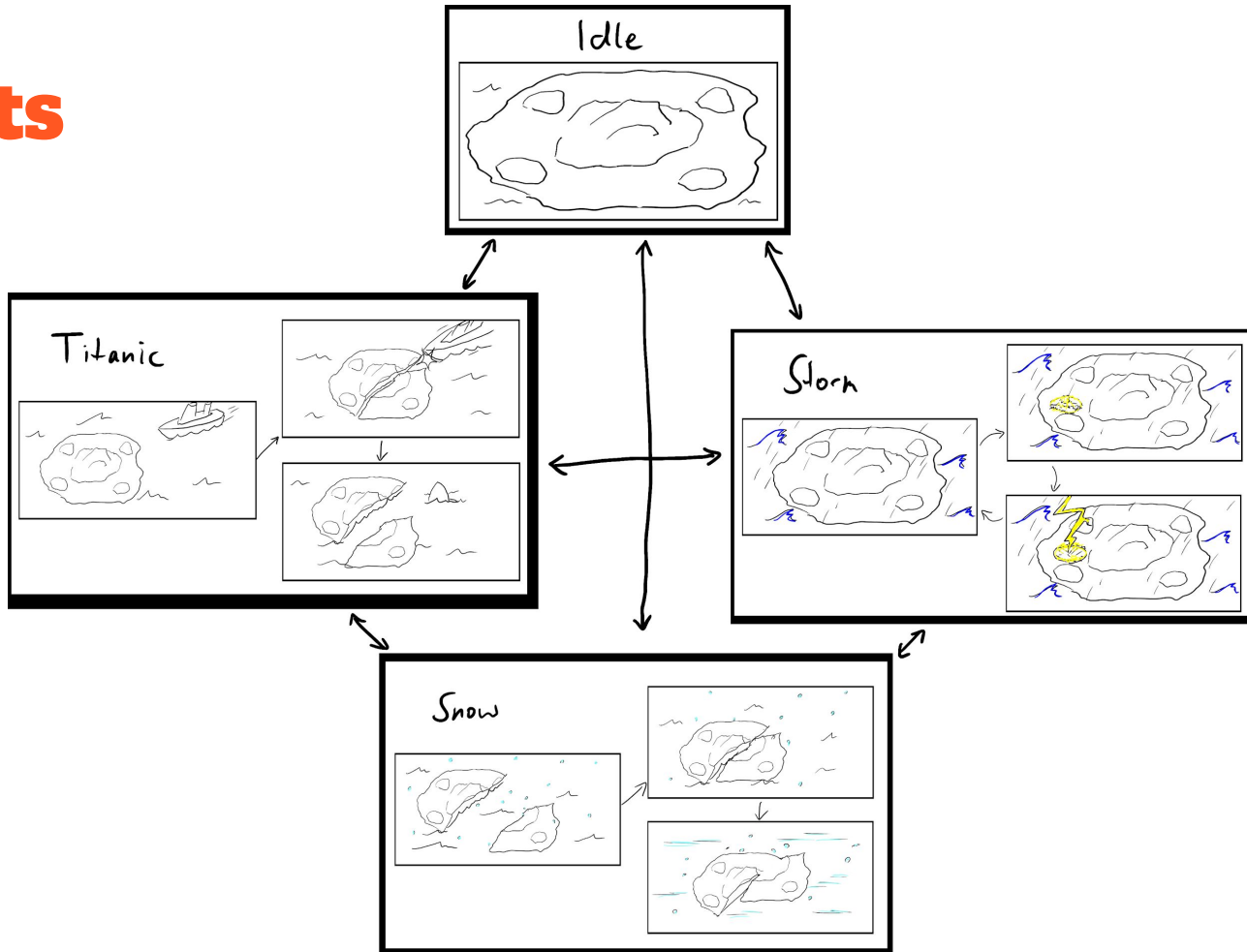- Swim (when you're trying not to drown)

Environment

- Environment starts with a single platform that has verticality and different surfaces
- The platform can be destroyed by player actions and events
- If its size is too small, it drowns

Events

Design

- Style: Cartoony, soft surfaces, but heavy weather effects (⇒ Unity HDRP)
- Character: Cute, innocent; different colors for each player
  Simple mechanics ⇒ easy to learn

- Stage: Simple polygon, dynamic on runtime (⇒ focus on destroy mechanic)
- Sound: Indicates current event by changing the main theme slightly

Development Schedule

Development Schedule

Assessment

Game is going to appeal to people who enjoy party games and game nights!

Assessment

Fun Mechanics:

Slippery Physics + Jumping and Bashing + Buoyant Platforms + Dynamics Destruction System

= Unique Fun Experience

Thank you!