Top-Down Arena Shooter

Final Game Pitch

Prototype

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BIG IDEA BULLSEYE

TOP-DOWN ARENA SHOOTER

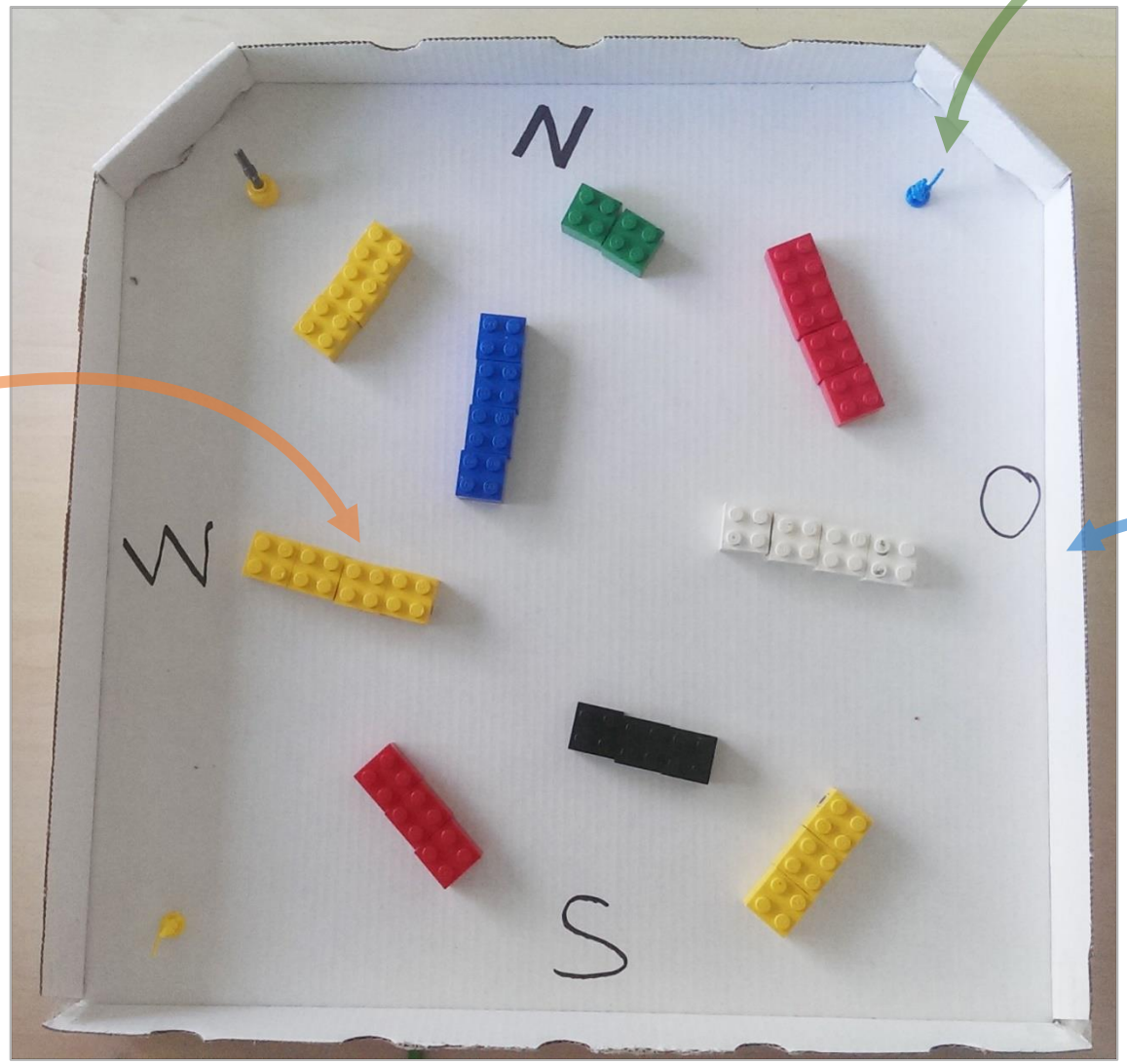
REFLECTANCE OF PROJECTILES

DESTRUCTION OF EVERY OBJECT

Core & Mechanics

- Top-Down Arena Shooter
- Local Player-versus-Player *(1v1, 2v2, free for all)*
- Reflecting Light Projectiles *(100% friendly fire)*
- Destructible Obstacles
- Twin-Stick Controls *(Move 360°, Shoot 360°)*

Game Objects – Arena



Players spawn in corners

Destructible Obstacles

(Human-Random positions)

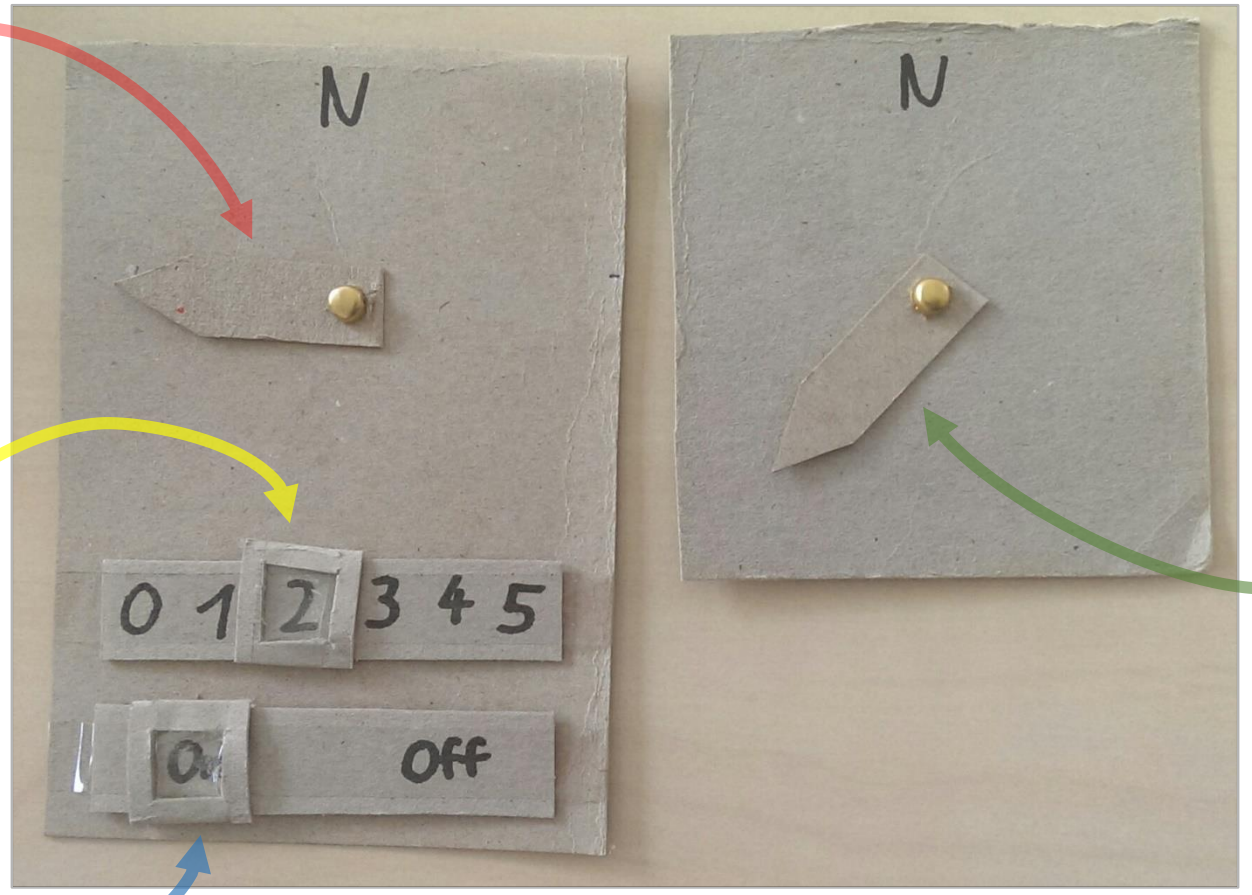
Borders are not destructible

Game Objects – Player controls

Movement direction

Movement distance

Shooting on/off



Shooting direction

2 controller cards

Game Objects – Player stats

- Weapon Heat
  - Increases after each shot
  - “Cools” down, if not used
  - Higher level → More energy

Blue	Green	Yellow	Orange	Red	overheated
5	4	3	2	1	0

- Hit Points
  - Starting from 10 / 5
  - Player dies at 0

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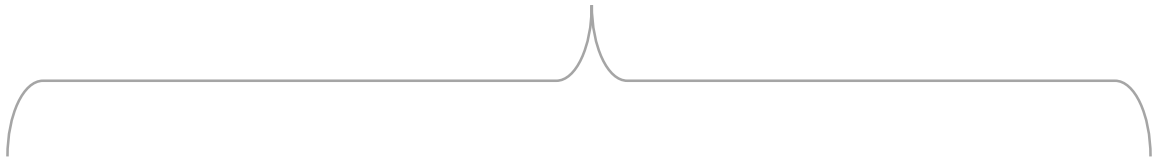
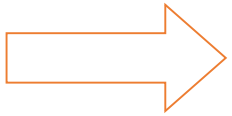
Game Structure

Real-time hard to simulate

Round based



1. Planning Phase



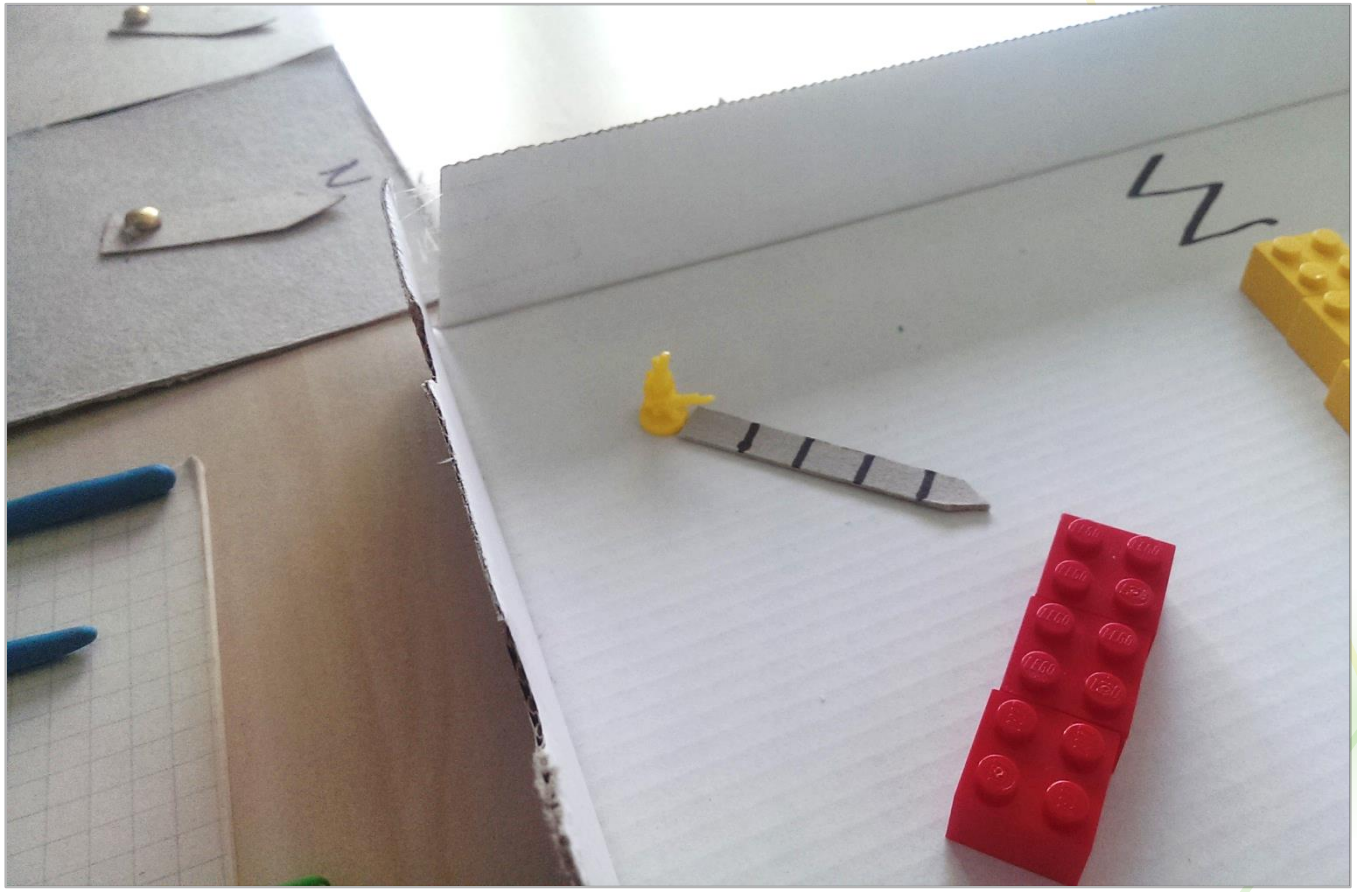
2. Execution Phase

1. Planning Phase

- **All players** plan their **next move** at the **same time** and **hidden!**
- Each player defines
  - Movement direction (angle)
  - Movement distance (0-5)
  - Shooting (yes/no)
  - Shooting Direction (angle)

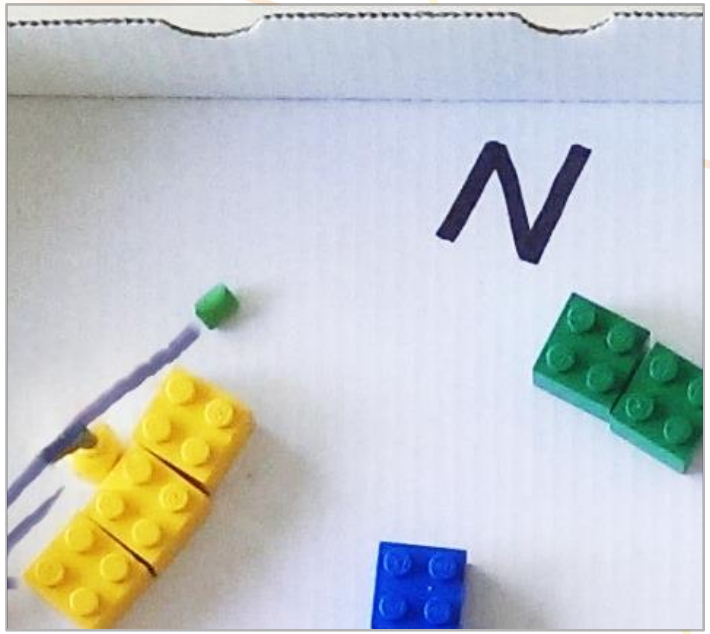
2. Execution Phase

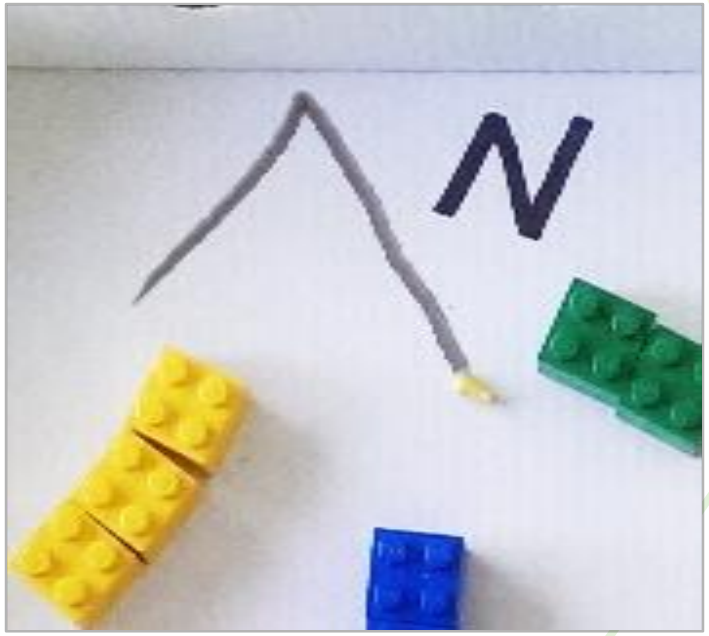
- All players reveal their controller cards
- Game master executes
  - Player movement
  - Projectile movement
  - Destructions
  - New Projectiles *(acc. Weapon Heat)*
  - Updates HP and Weapon heat



Projectile

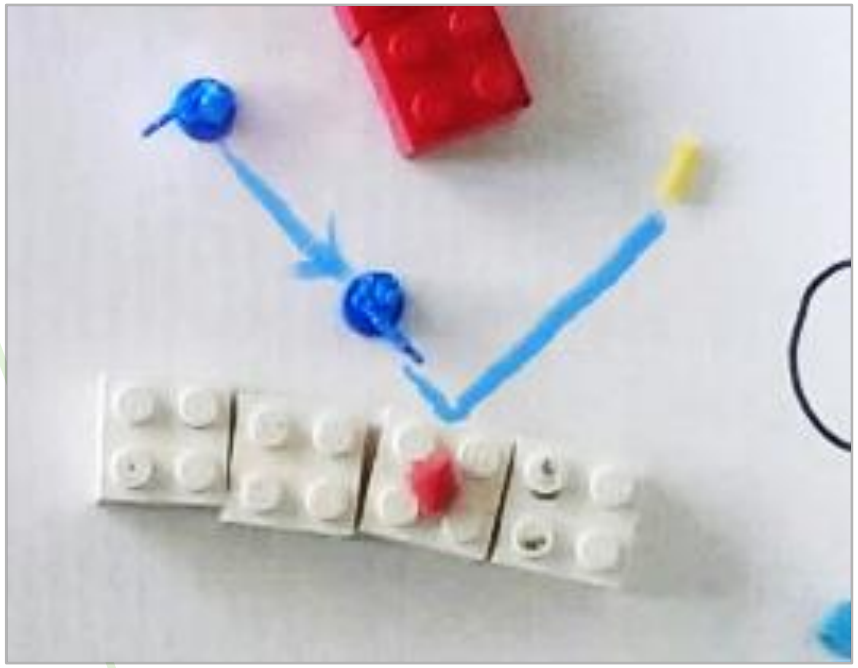
- Reflects at obstacles & walls
- Energy defined by color
  - High to low: Blue, Green, Yellow, Orange, Red
- On hit:
  - Obstacle & wall: Absorbs 1 energy
  - Player: Deals energy as damage

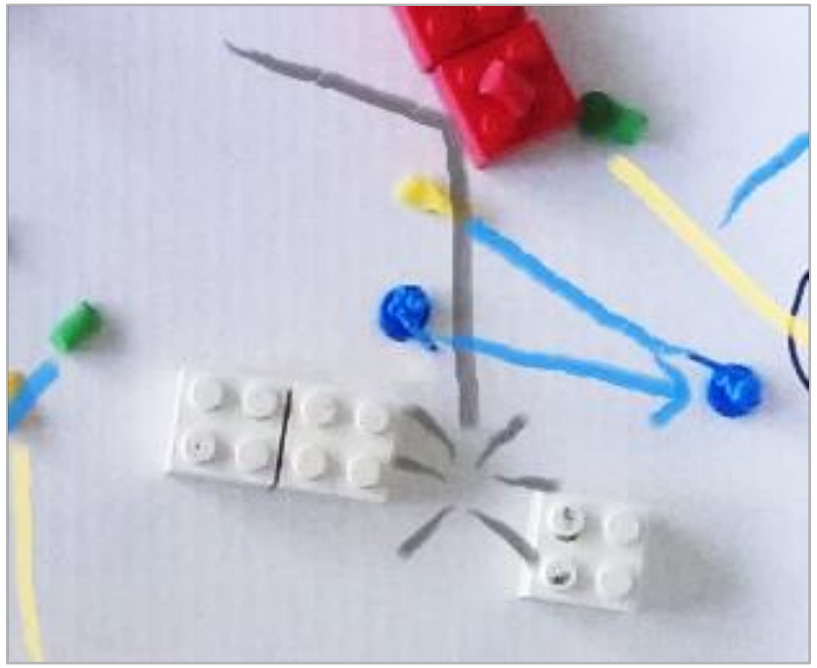




Obstacles

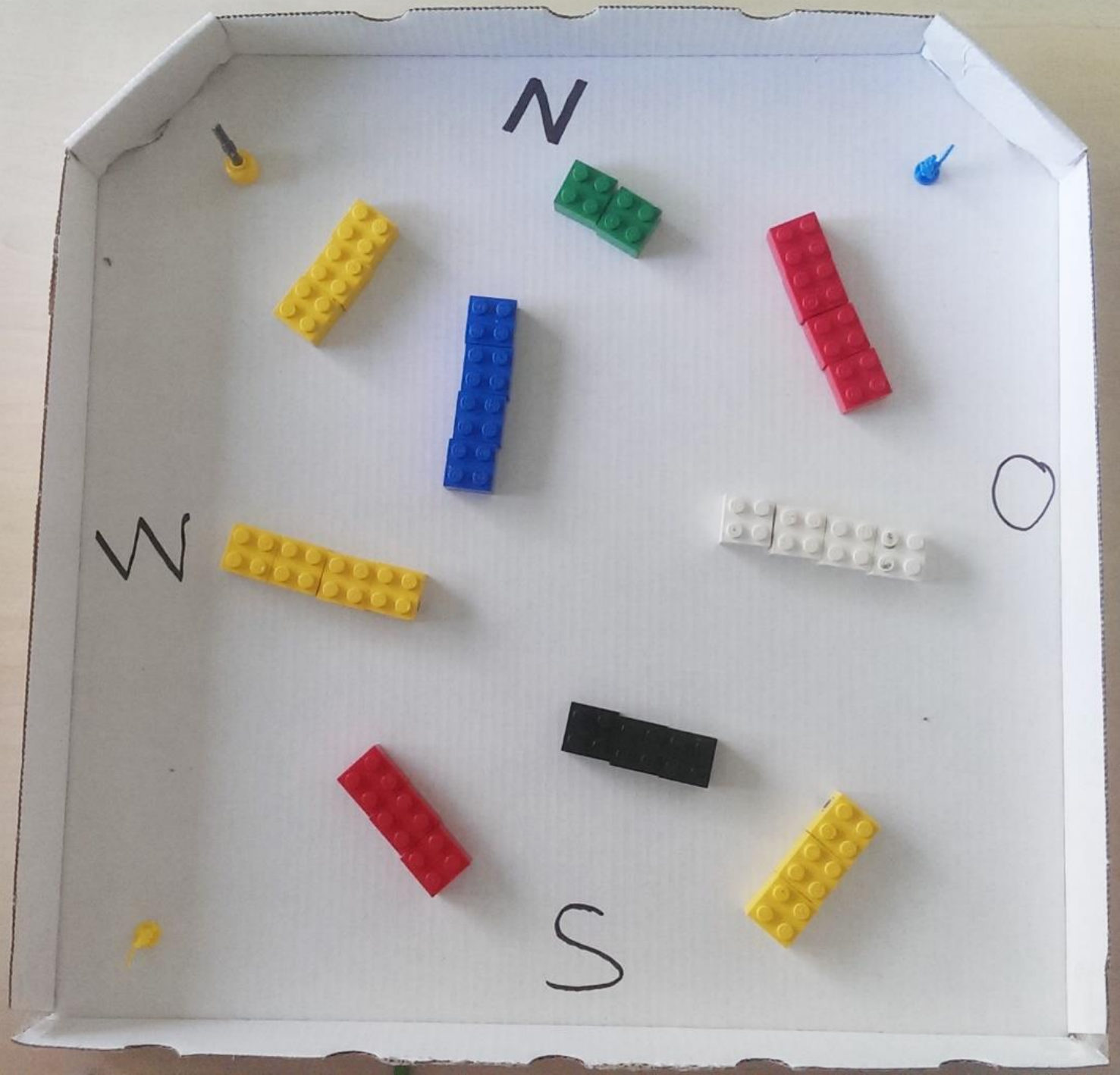
- Get destroyed after 2 hits
- State defined by absorbed projectiles





Design Revisions

- Start simple → Only 1 obstacle type
- From weapon energy to weapon heat
- Clarified destruction concept
- Sudden Death after certain time
- Defined projectile spectrum (5 levels)
- Projectile absorption affects only hit voxel
- Order of execution is crucial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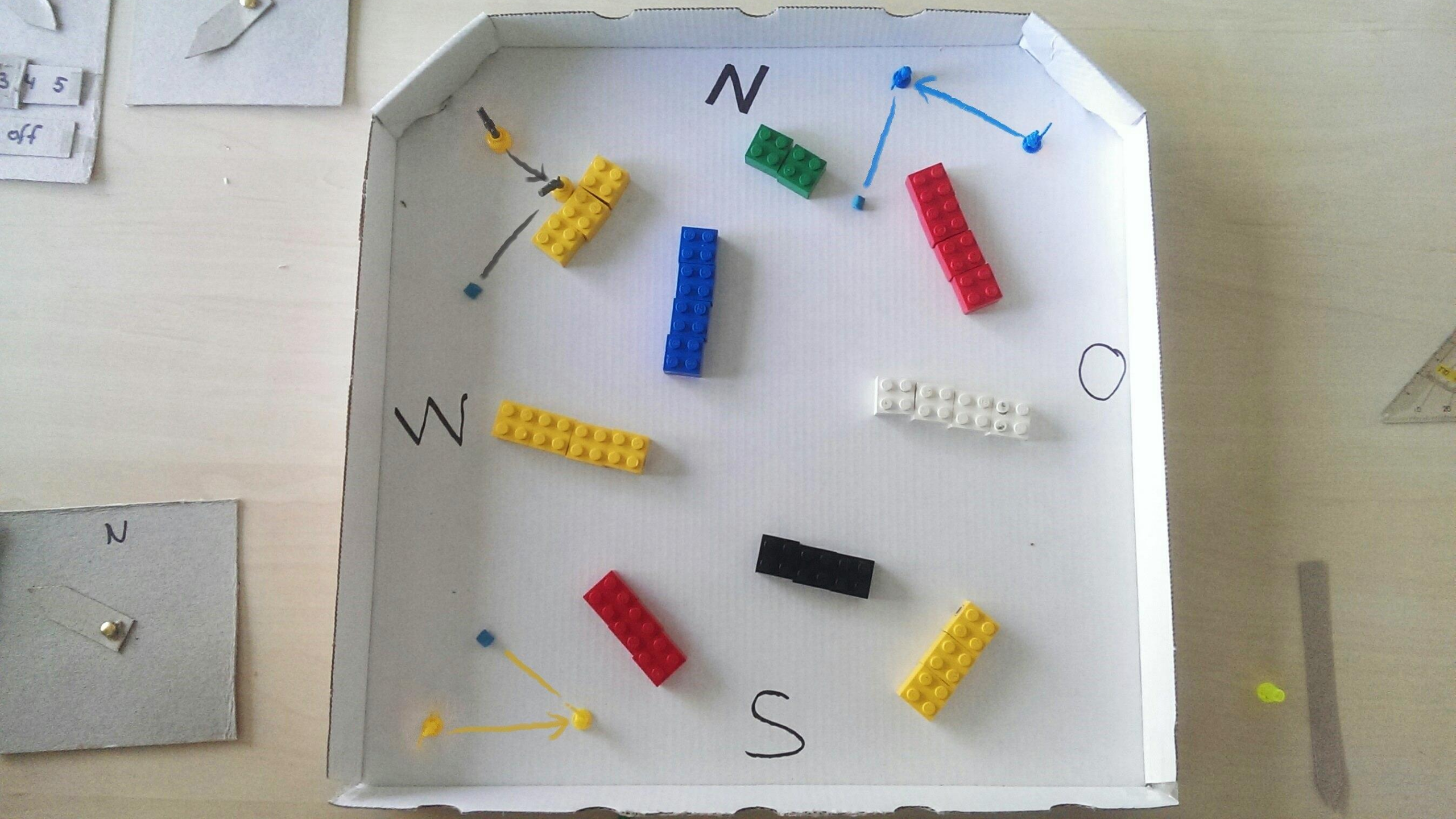
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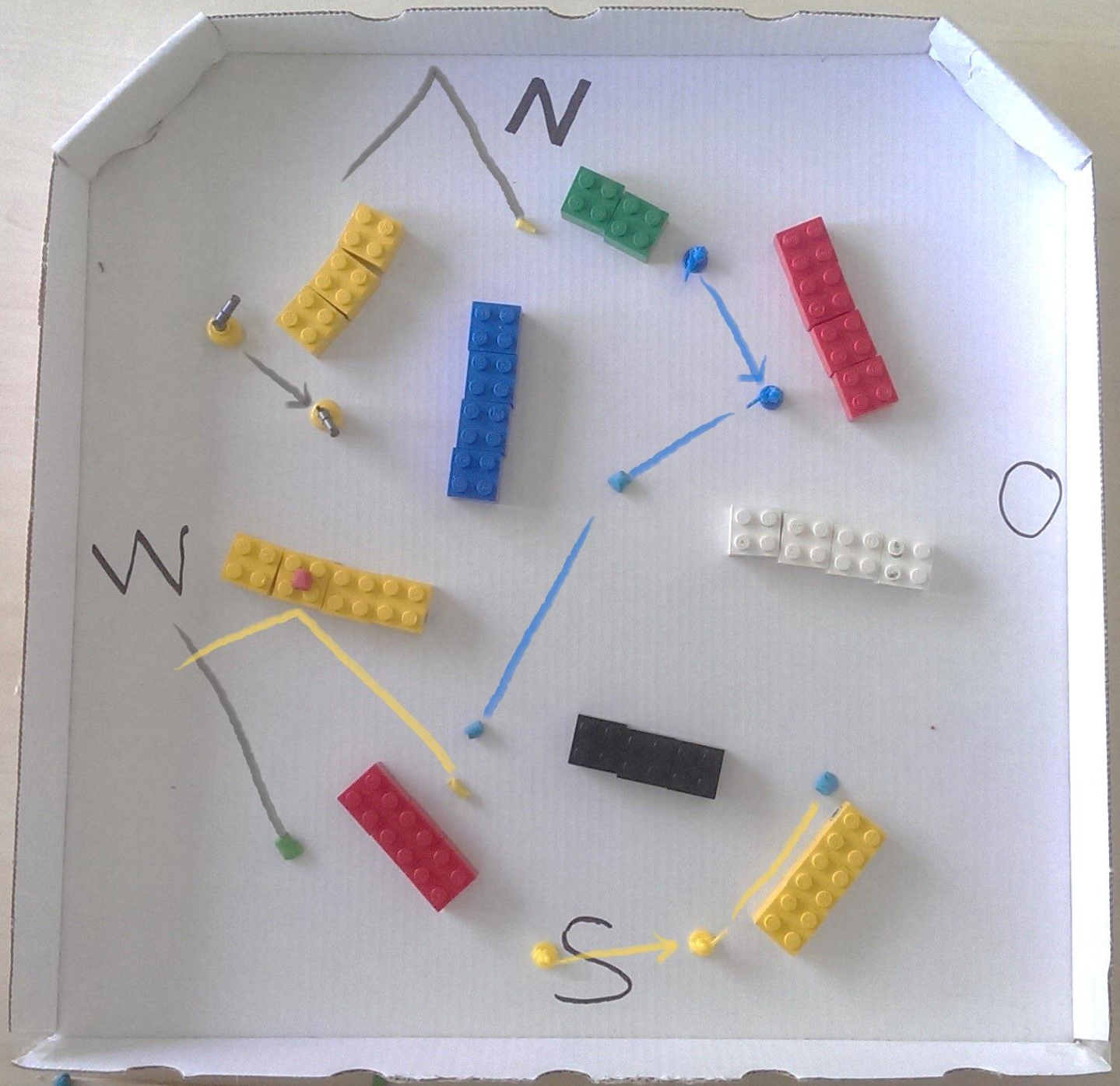
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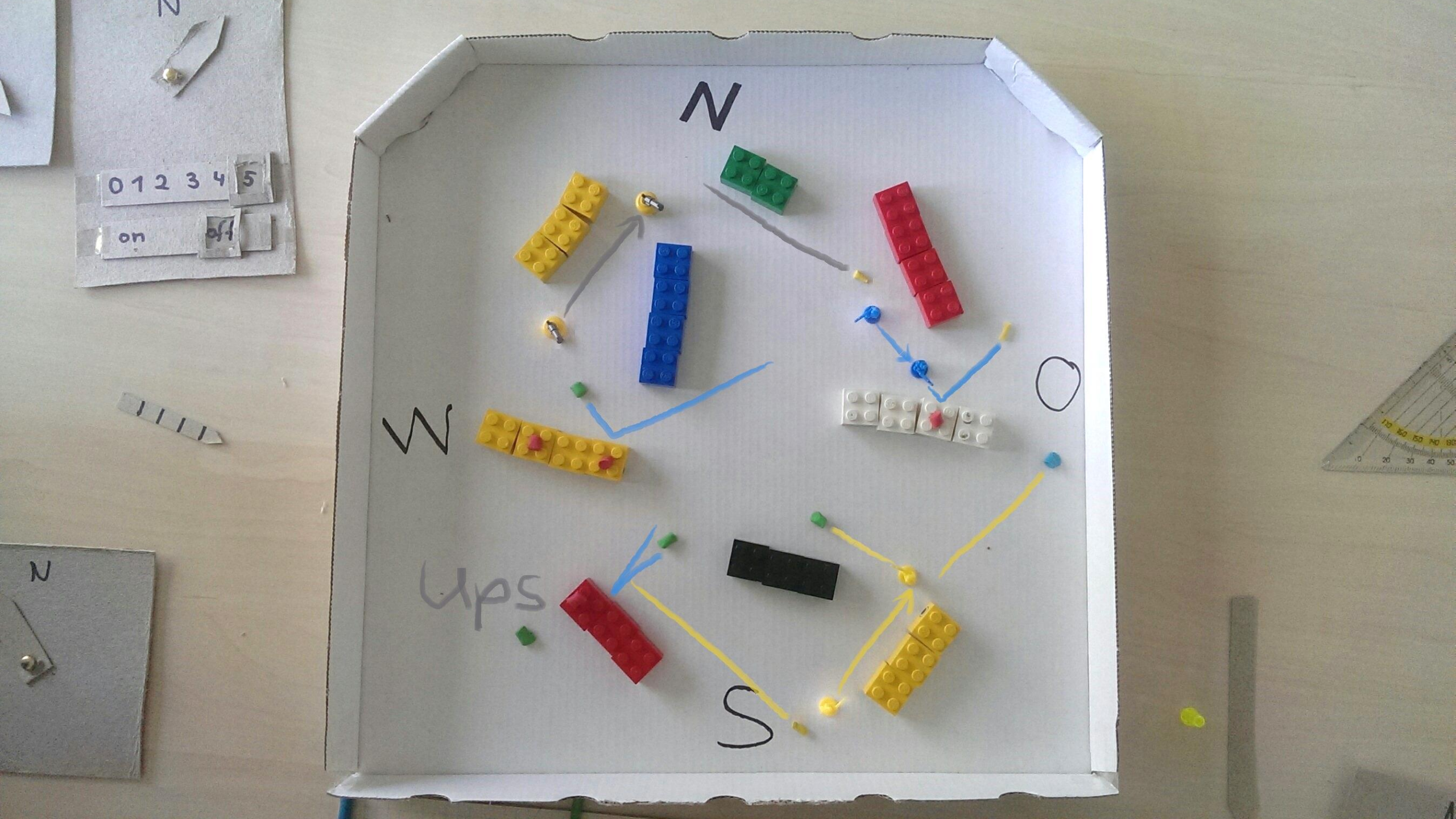
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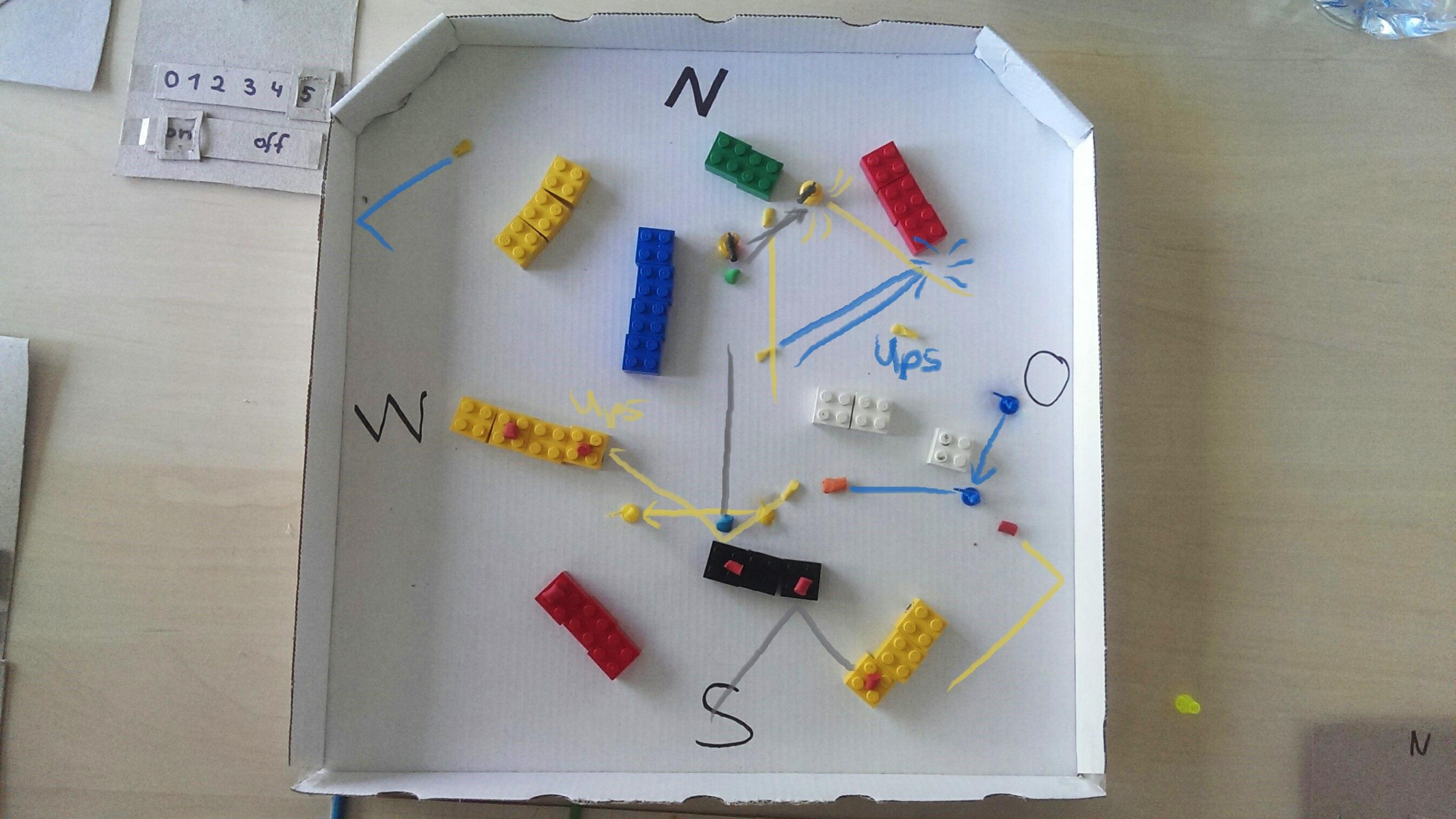
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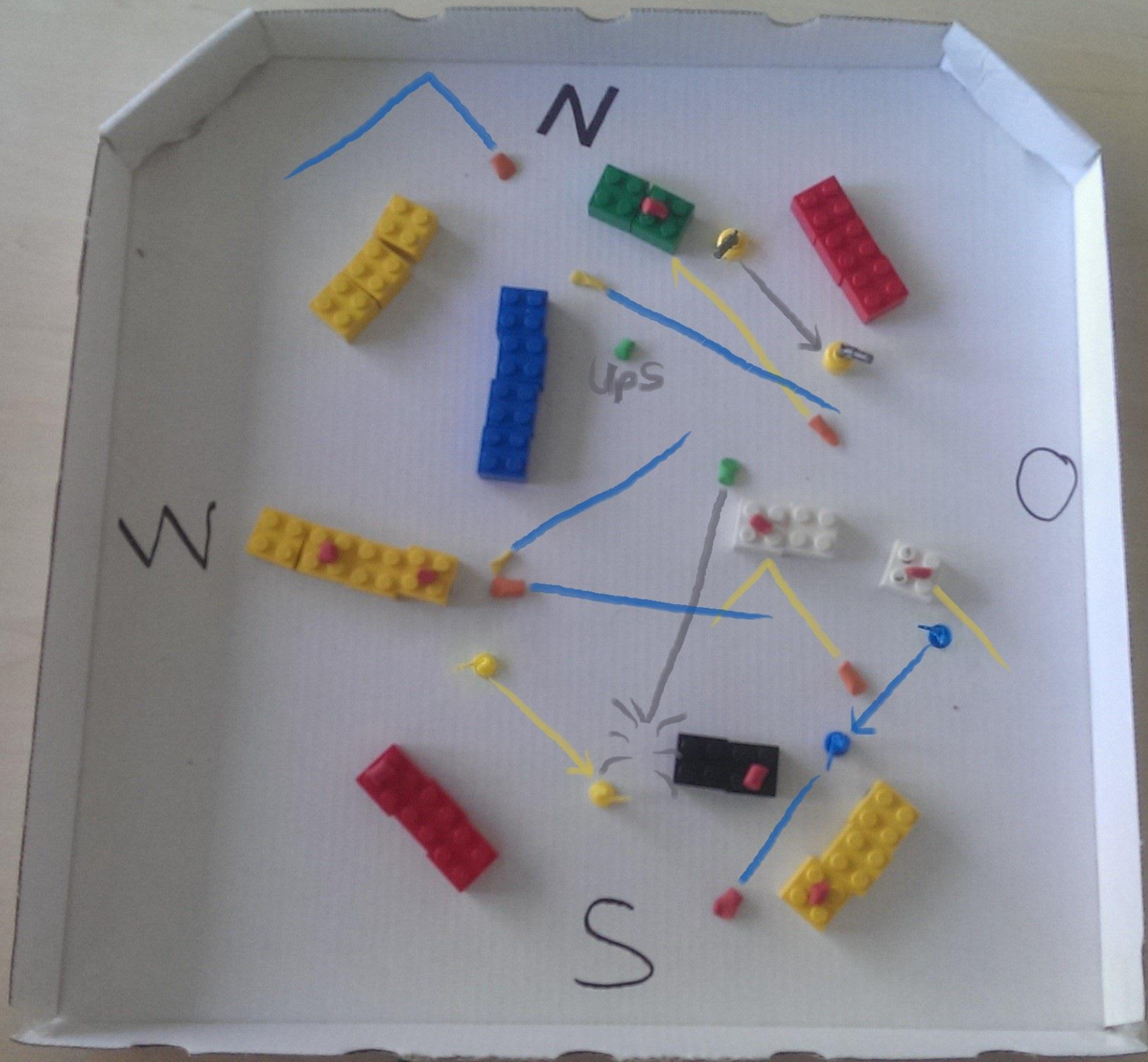
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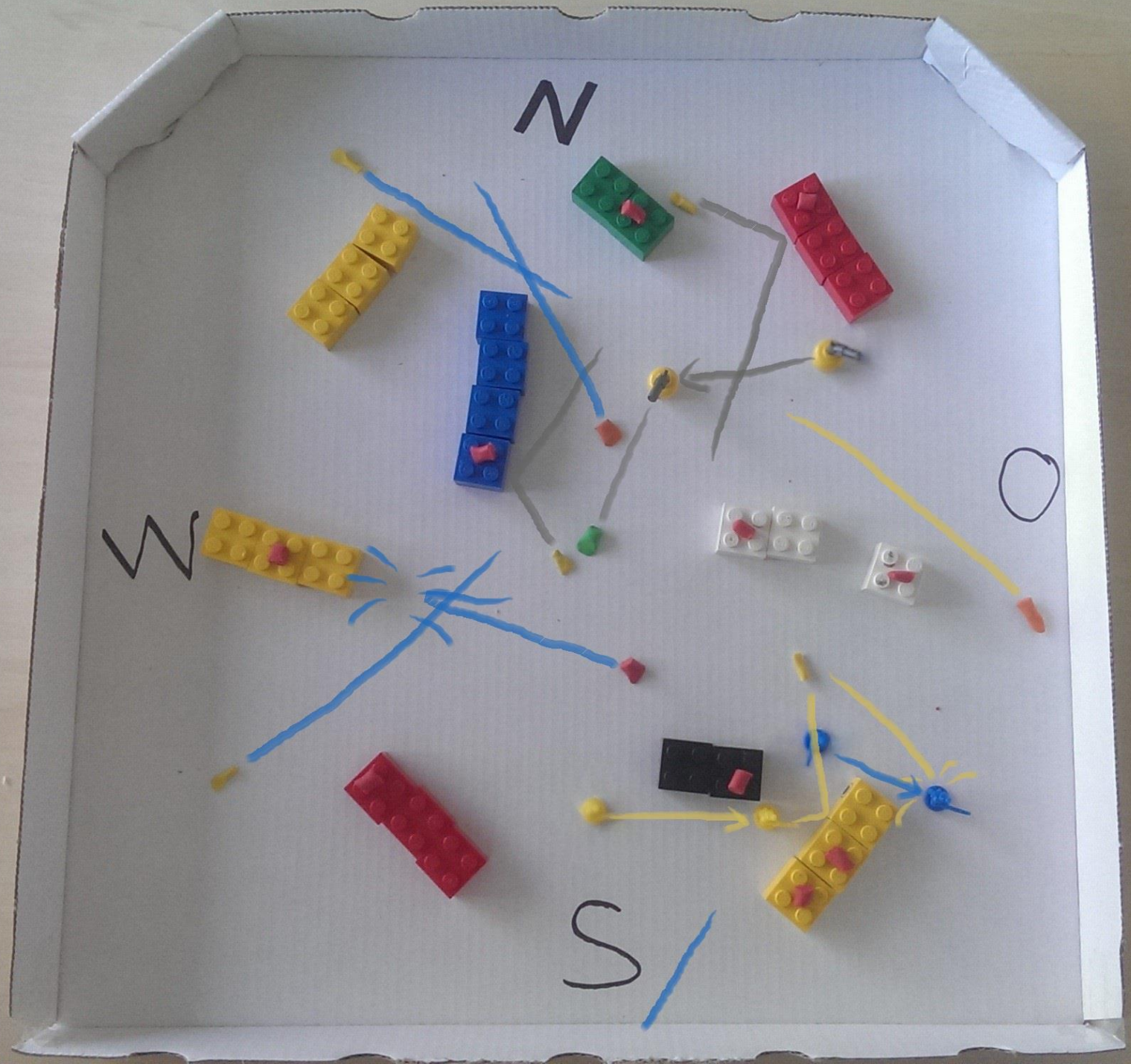
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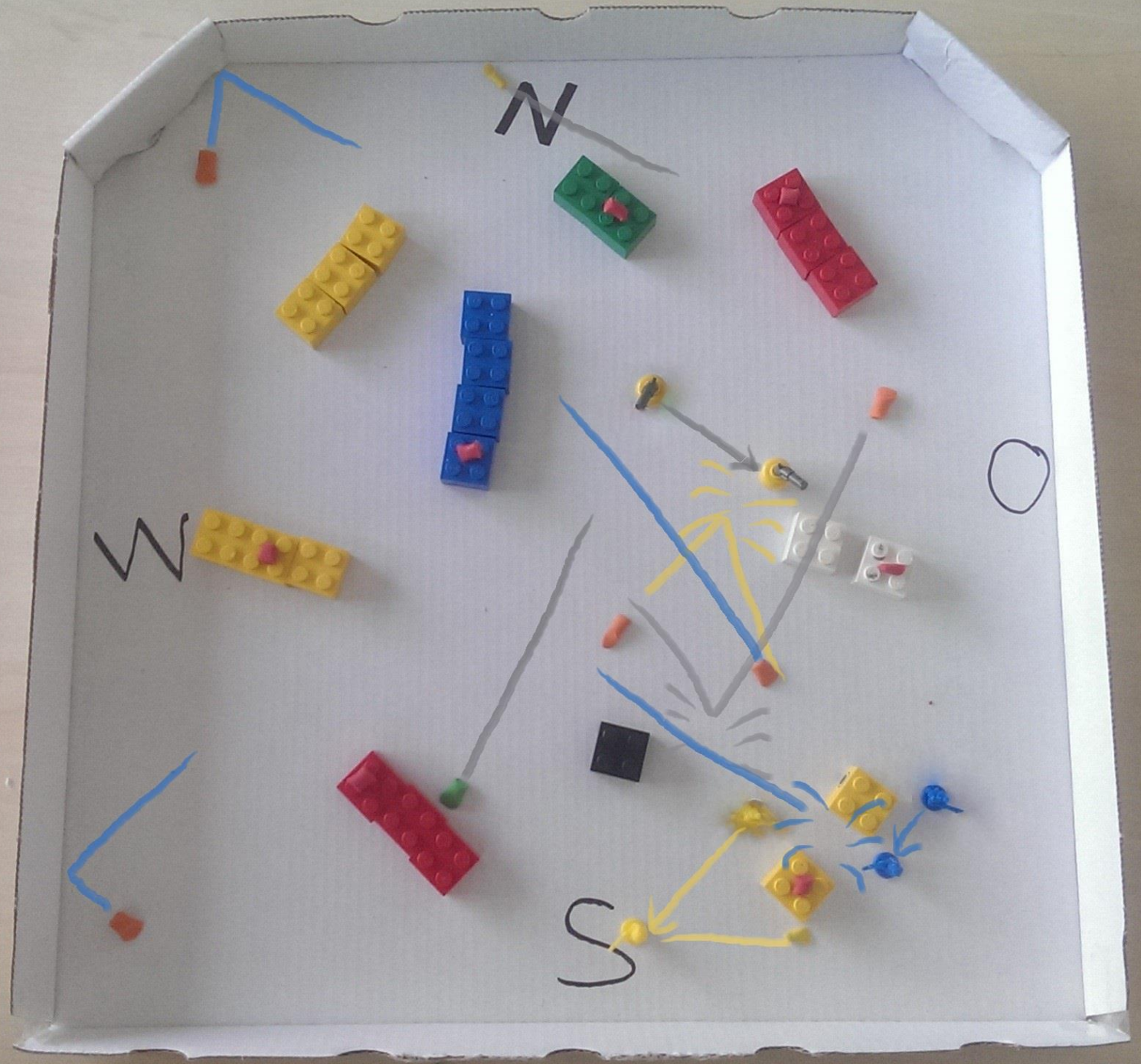
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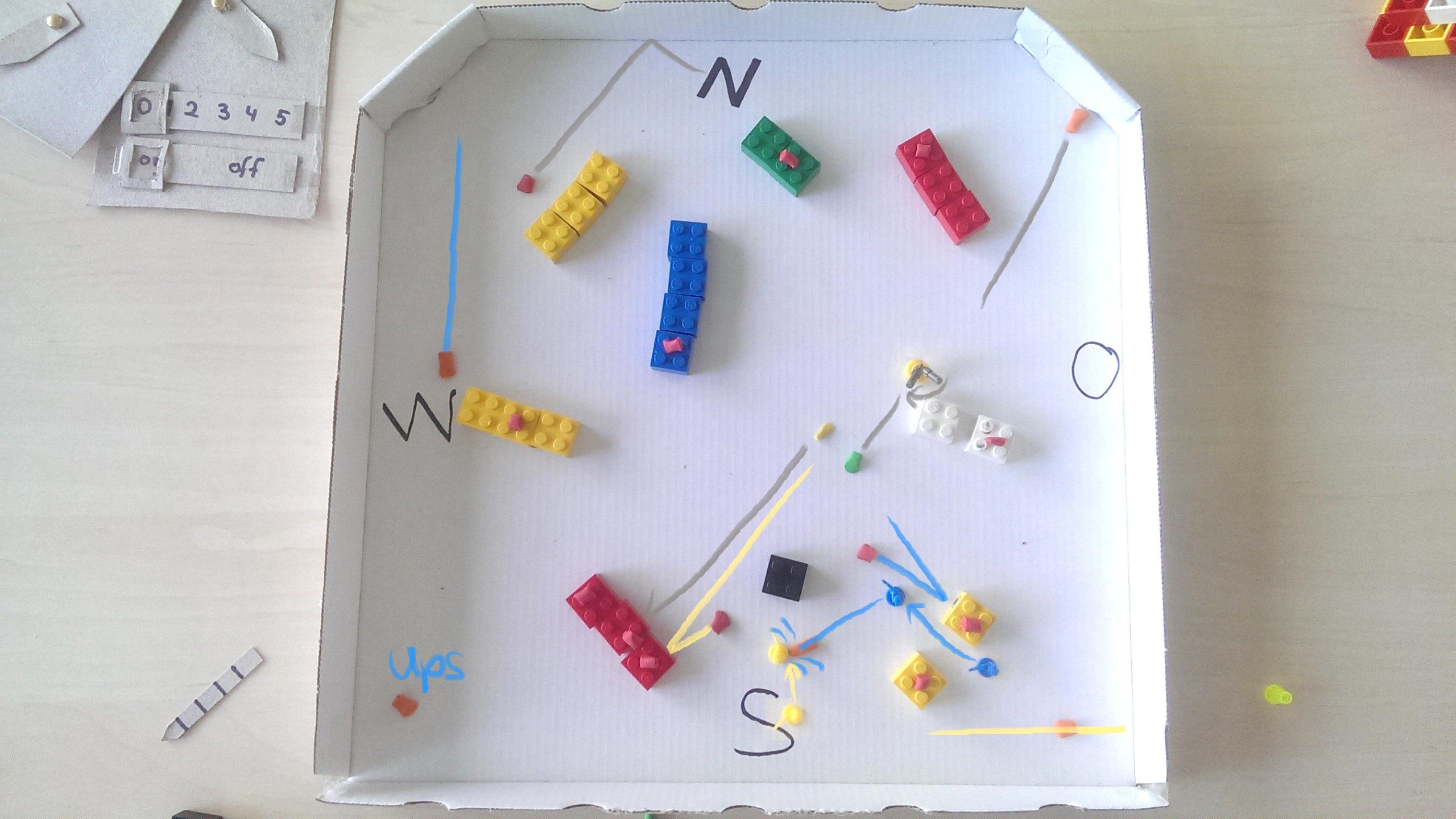
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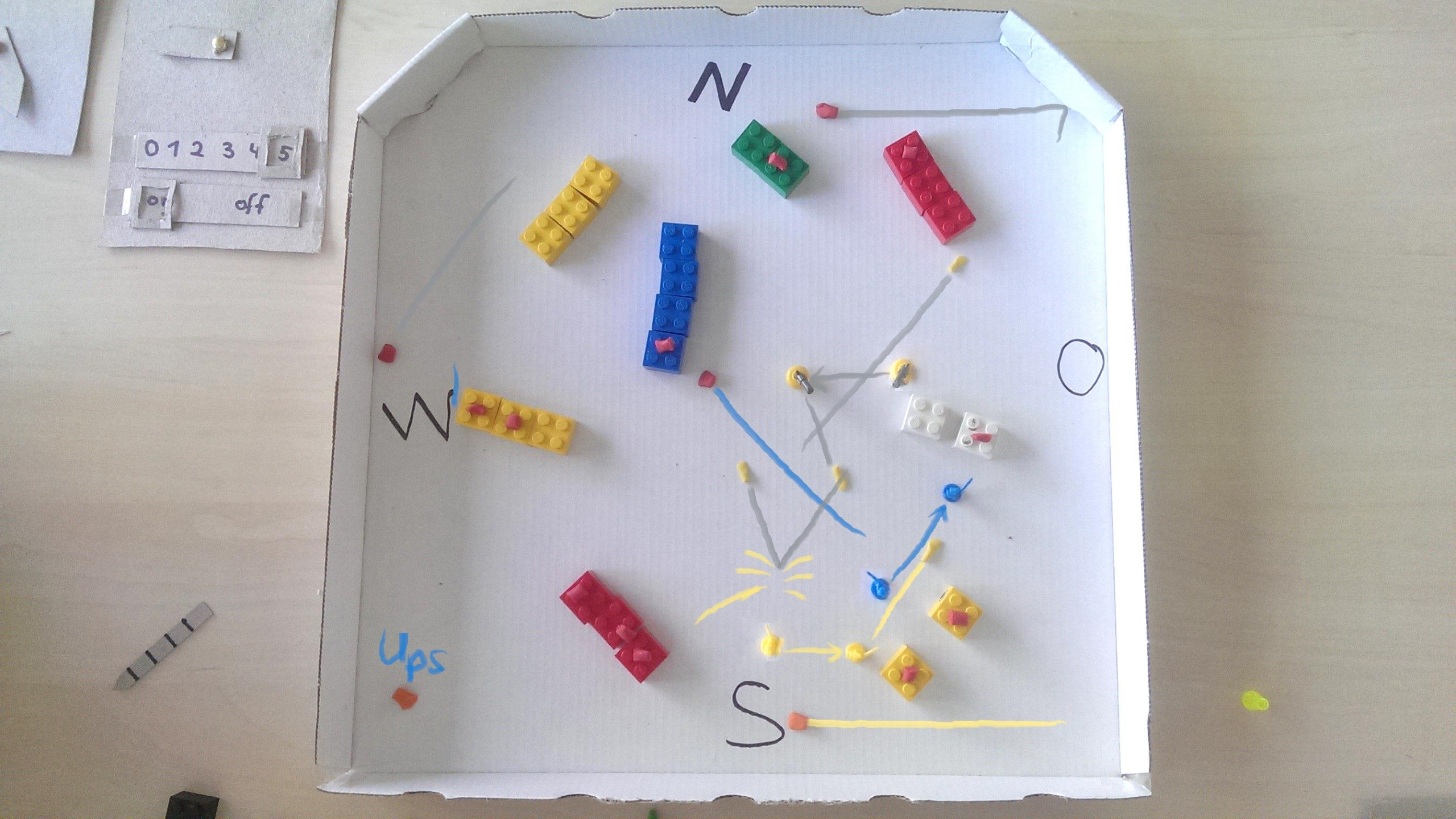
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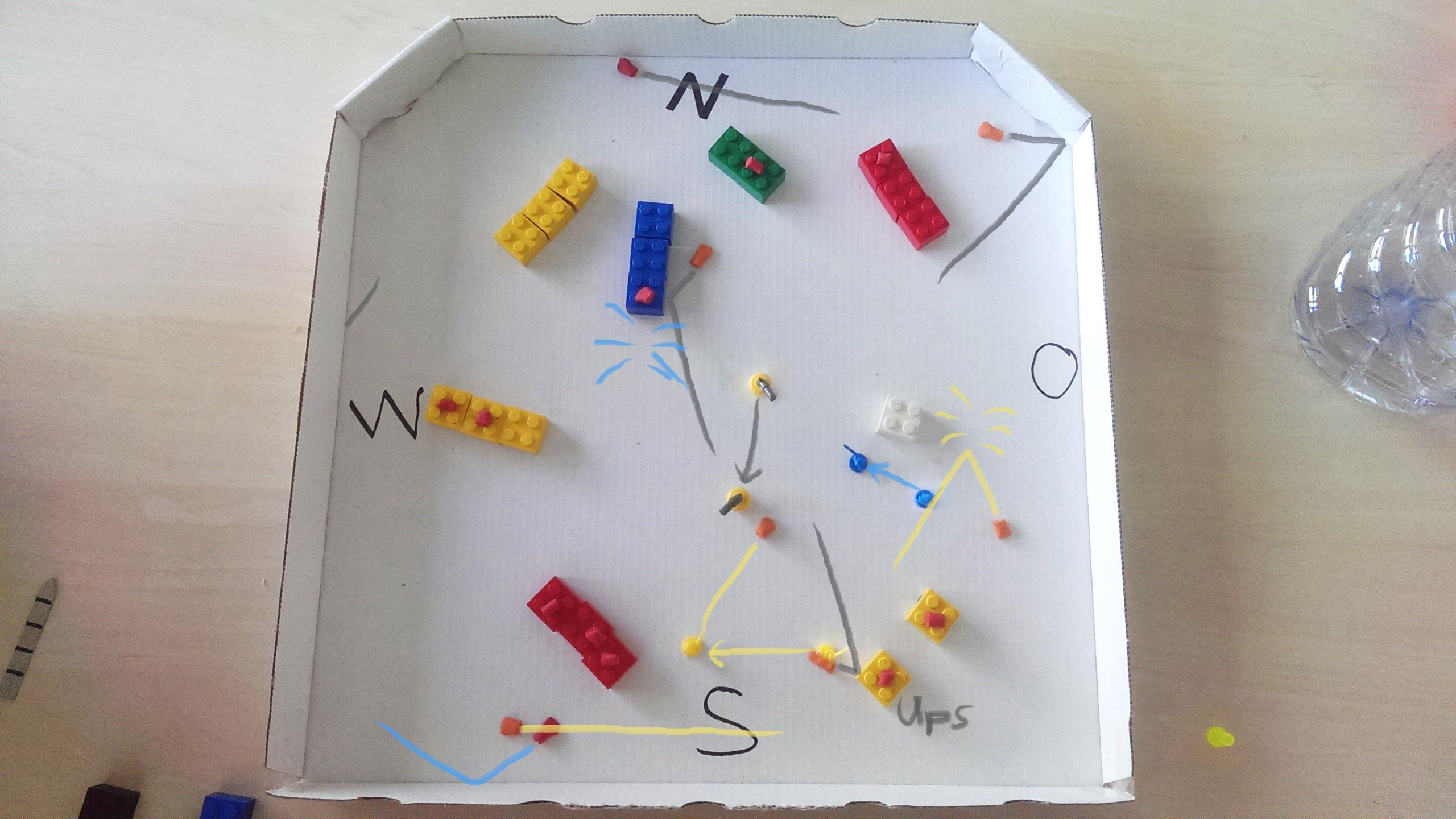
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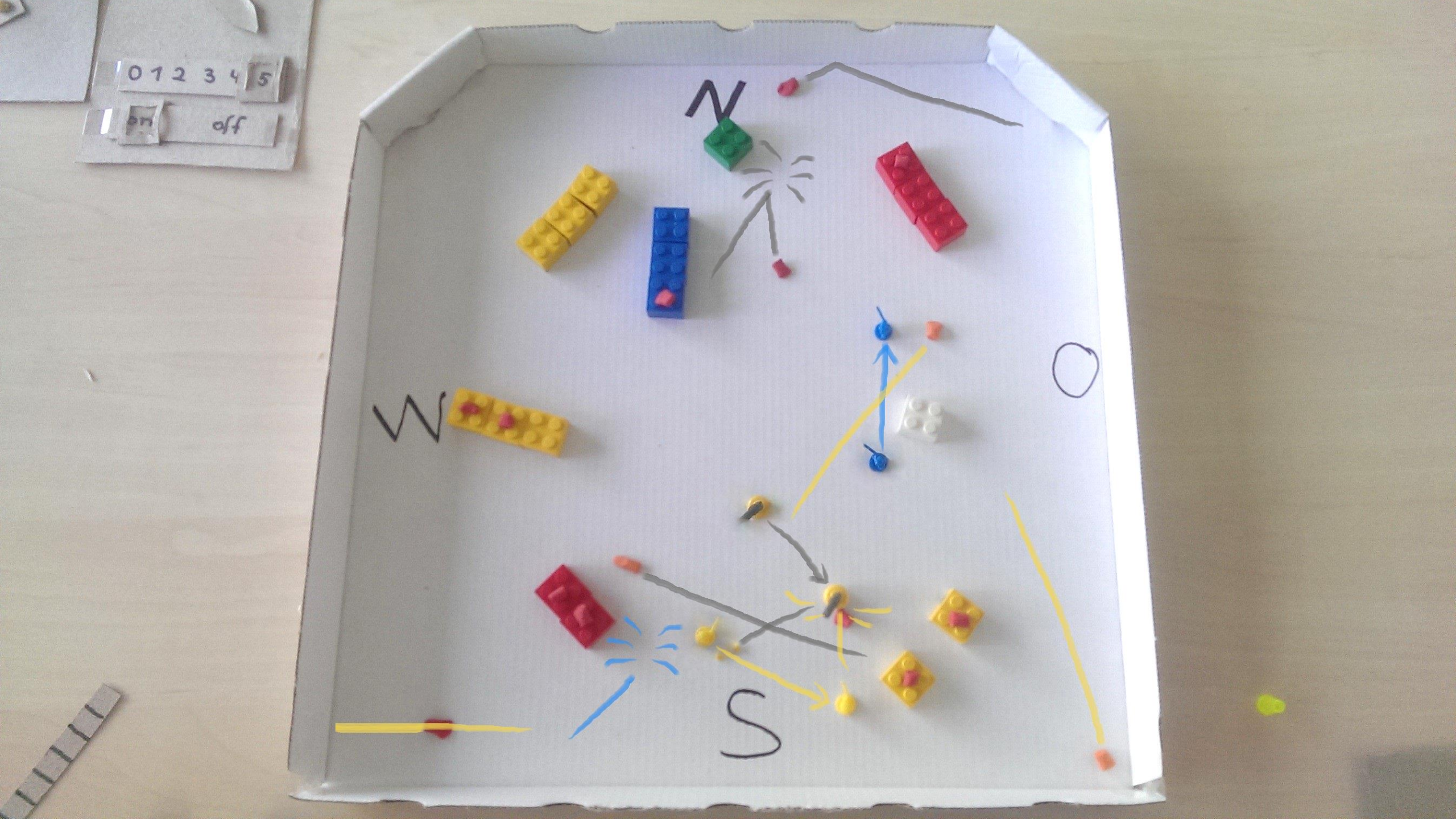
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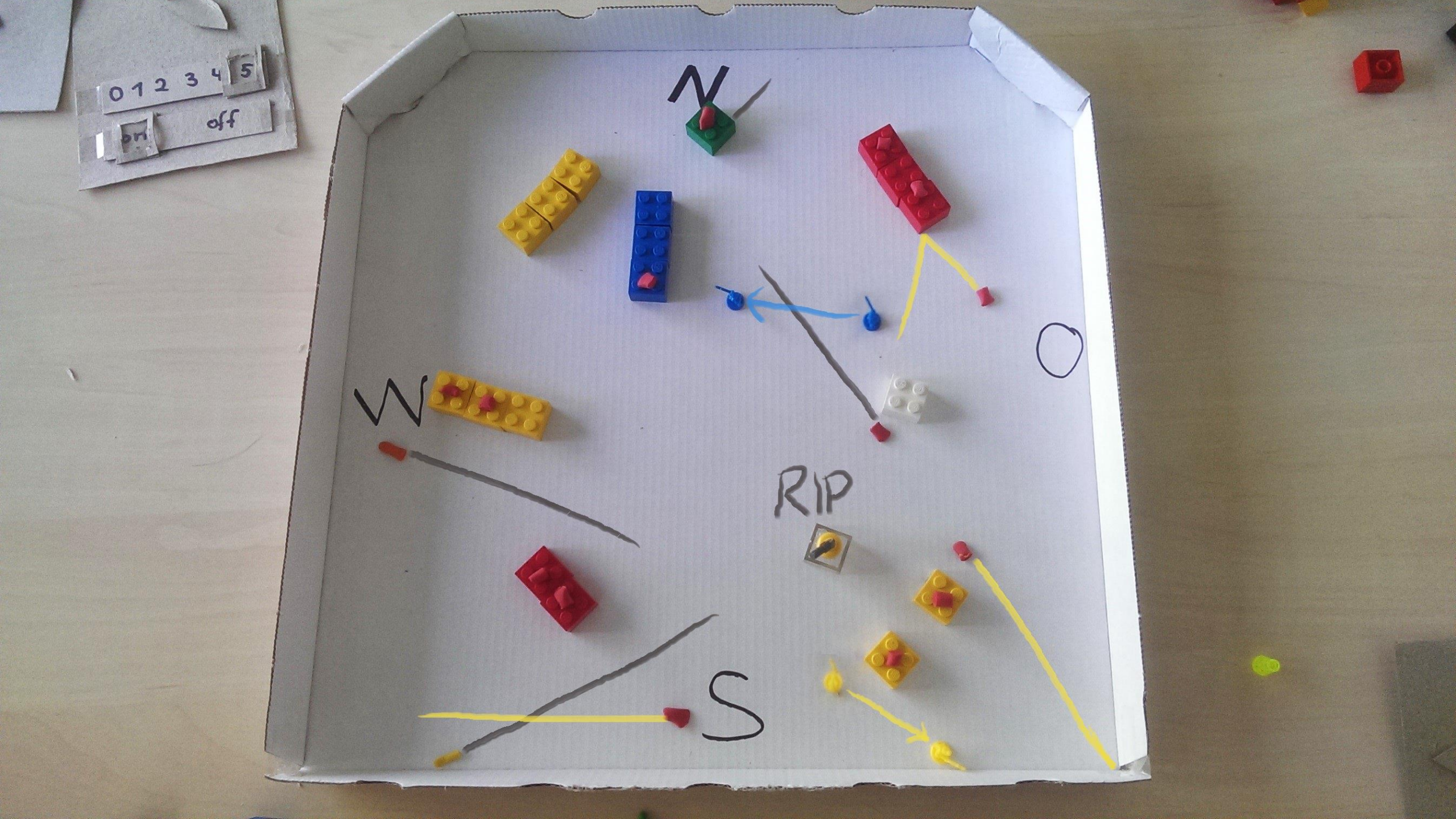
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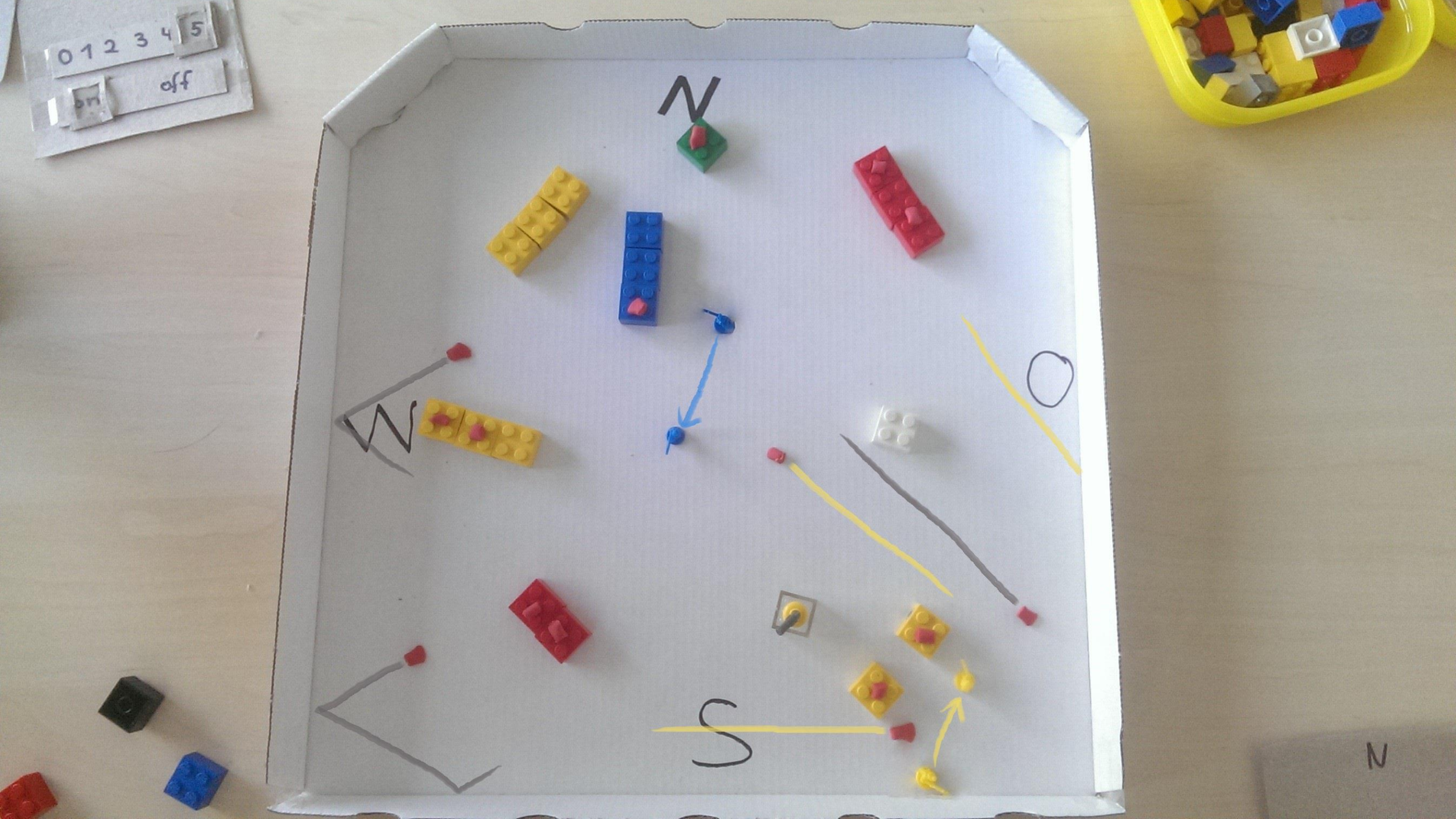
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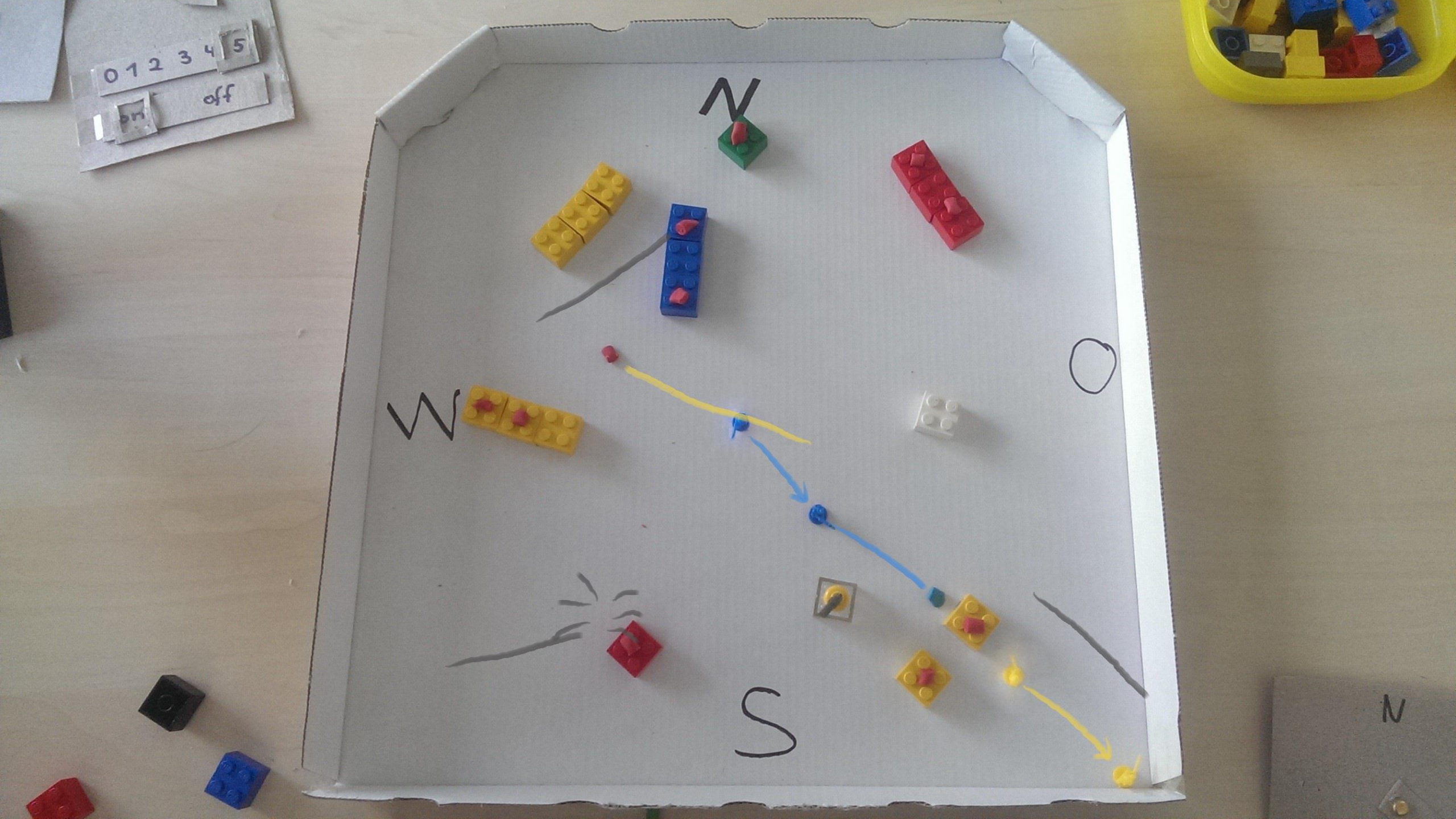
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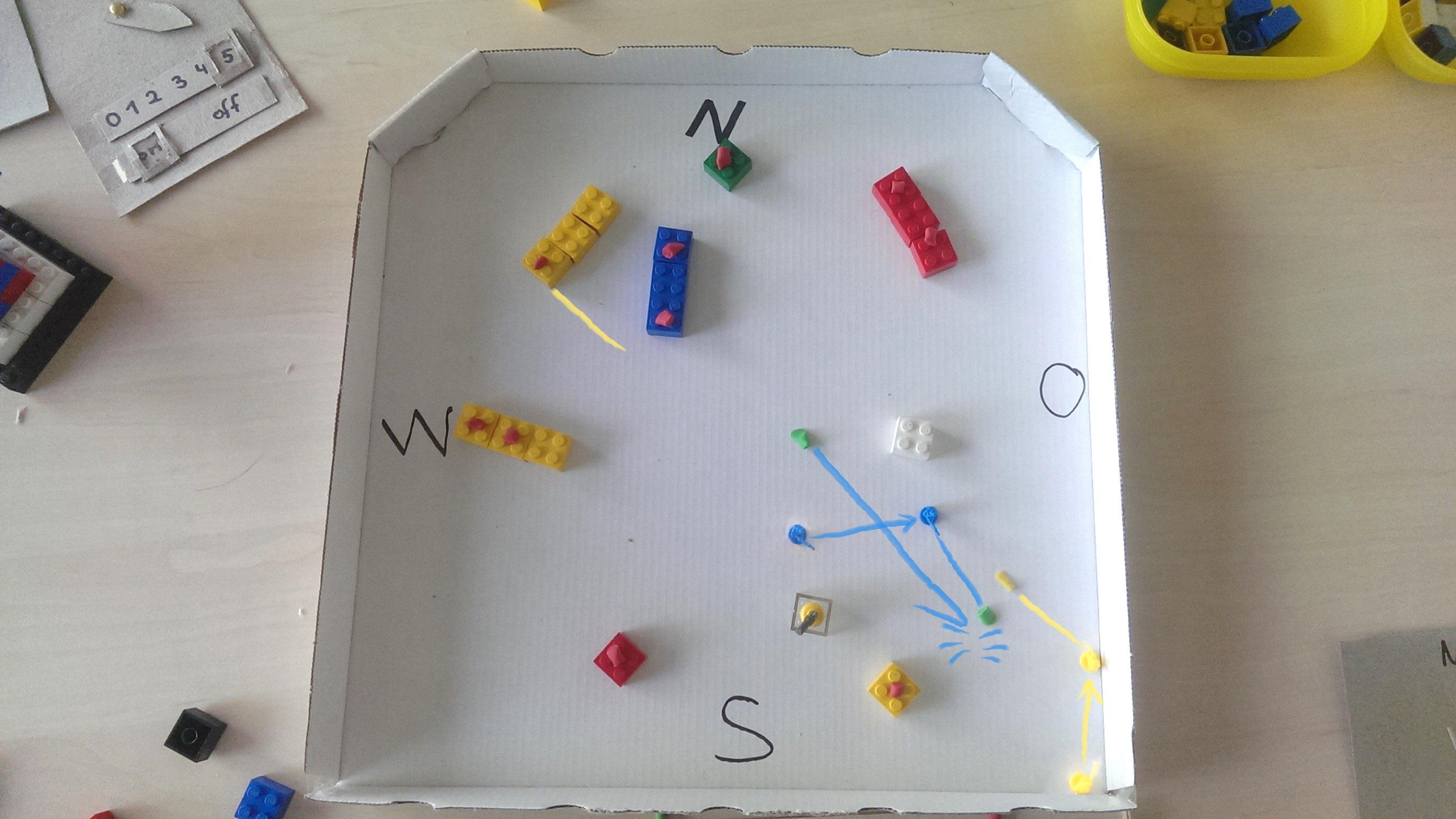
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