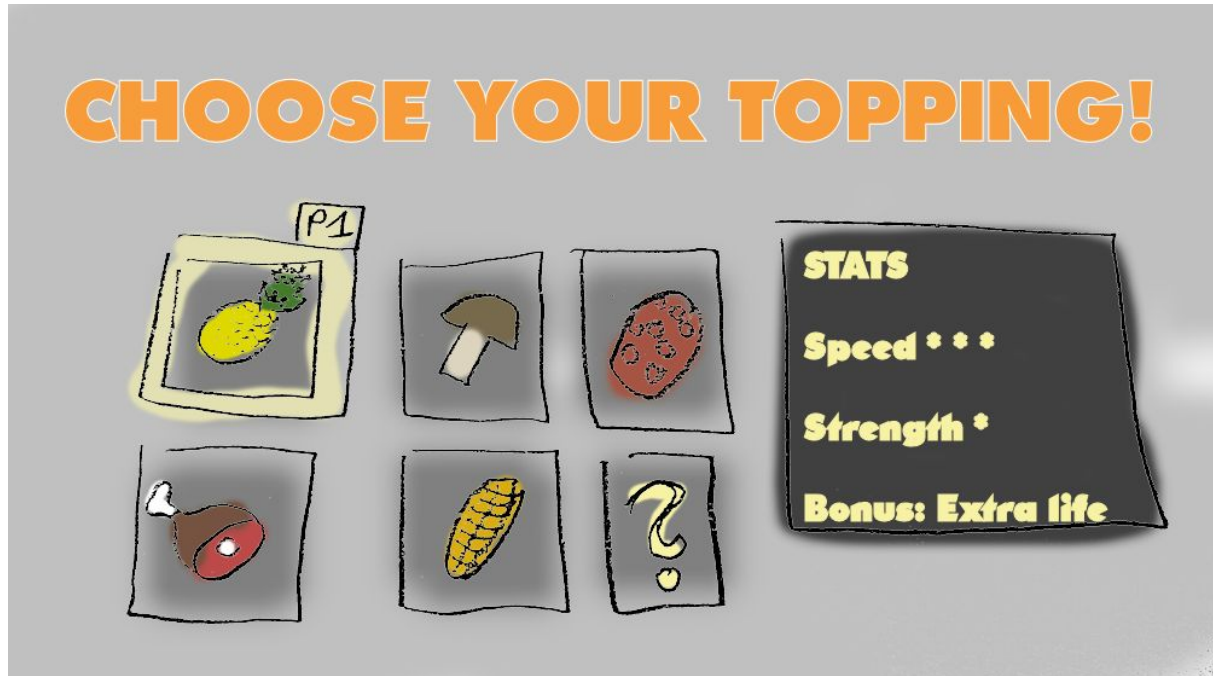


PIZZA WAR - ROUGH DRAFT

GAME IDEA

A platform push game where the players take the role of individual pizza toppings.



Story

Two or more people with a different pizza taste try to bake a pizza together and couldn't decide on the toppings.

GAMEPLAY

Goal

The goal is to push the other players from the platform (the pizza in the oven). If a player gets pushed down, he loses one life. If all his lives are gone, he loses this game. The player that is left in the end wins .

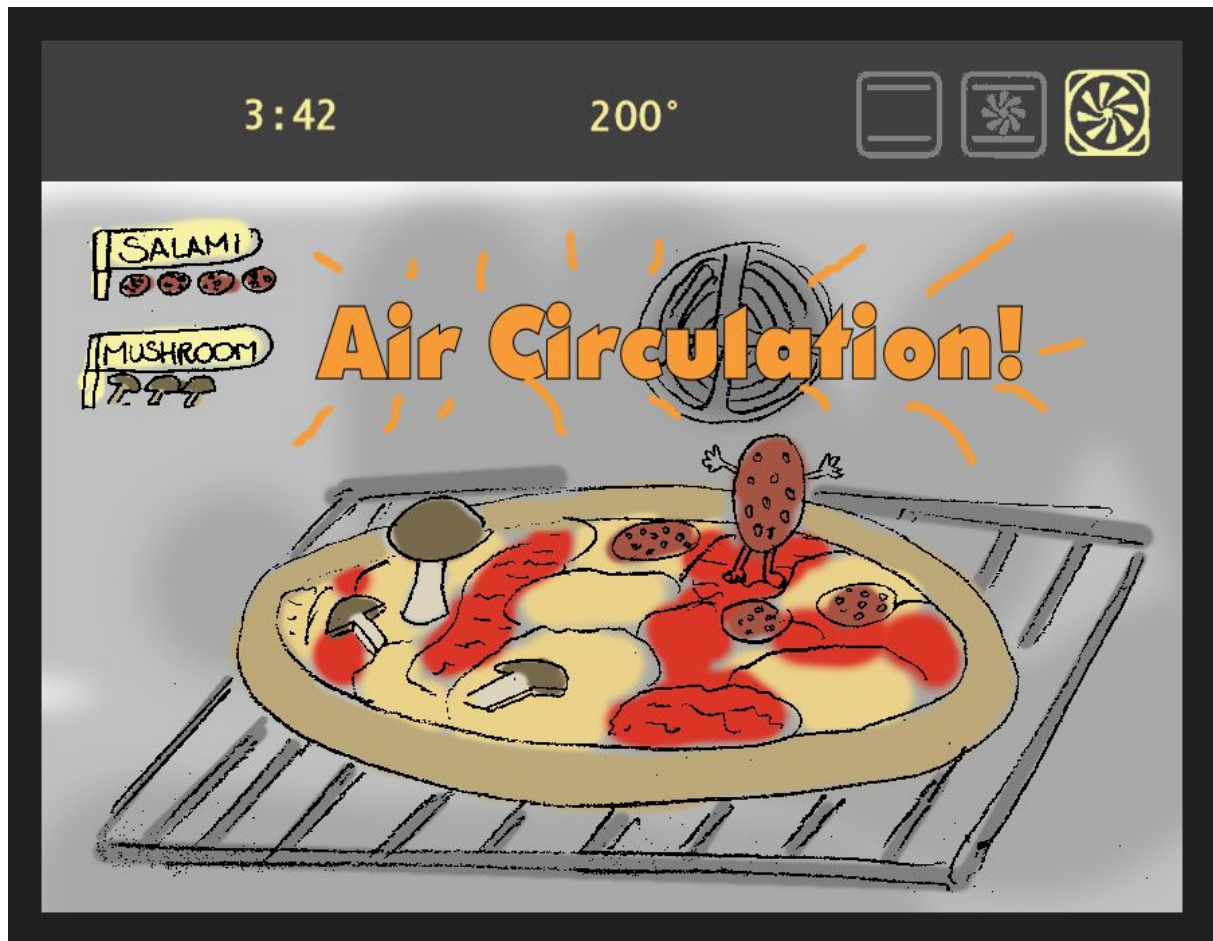
Players

The game can be played by 2-4 people.

Controls

The game will probably be a console game, played with controllers. Controls used: move left/right/forward/backward, jump, kick, maybe throw.

GAME MECHANICS



Base Toppings and Pizza Crust

There are two base toppings in the game, namely **cheese** and **tomato sauce**. These toppings are not playable characters but randomly distributed on the pizza and influence the player's movement if he walks over it. These base toppings will also give the player a "buff" for a certain duration as they will stick to the topping for a certain time -> a "cheese" or "tomato sauce" buff.

- **Cheese:** Cheese is sticky and will slow the players movement and makes it impossible to jump. In addition, the player is immune against the push effect of the air circulation.
- **Tomato sauce:** Tomato sauce is slippery and will reduce the players damping -> it is more difficult to stop inside these blotches and the player is more likely to be pushed. But, it is also good for taking a running start and push another player with a big velocity.
- **Edge:** The pizza crust has no cheese or tomato sauce on it and surrounds the pizza. It is attractive for a player because his physical movement won't be impacted, but on the other hand, it's near the deadly abyss.

Heat/Time

The pizza needs to be baked for a certain time (1-3 min), the time of a round. While the time runs out, the oven gets hotter and the base topping cheese will be baked and loose its damping properties. This means that it gets more and more difficult with time to stay on the pizza.

Top- / Bottom Heat

May be implemented as additional heat that will heat the cheese on the pizza for a certain time, making it impossible for a player to stay inside the “lava” cheese (instant death on contact).

Air Circulation

From time to time - probably randomly and more frequently when time passes - will the air circulation in the oven turn on. It can come from all 4 sides, these are also randomly decided and push all players that are not in an active cheese splotch in a certain direction. This wind gust also may get stronger with time, so that you can walk against it in the beginning of the round but need to place yourself accordingly in the end to avoid getting pushed down.

Pushing / Jumping

The players have two possibilities to push other toppings down. The first one is running and jumping against other players, which will result in an elastic collision between the two players. Having more velocity and weight will help pushing other players with the “jump”-attack.

The second one is actively attacking other players. These attacks are different from topping to topping and are not defined yet.

Character Attributes

Each topping has its own stats and two different ways to attack. (Default attack and special attack)

Stats:

- Weight
- Size
- Form
- Acceleration / max velocity
- Initial number of lives

Playable Toppings

Our target is to implement at least four different toppings.

- **Mushroom**
Light, medium lives, asymmetric form, running
- **Olive**
Medium light, medium lives, small form, fast, rolling, can't jump very high
- **Tomato**
a slice, large, heavy, few lives, rolling around on one side
- **Salami**
large, medium weight, thin, few lives, can move by gliding

EXTRA FEATURES

If we have time, the following features can be implemented:

- Instead of switching to a random new “life” in case of losing a life, the player can chose which new “life” will be controlled next. (depends on position and may be interesting)
- An additional health property. Health is lost when enemies are attacking the player and can maybe be regained (power ups, spice in tomato sauce...). If the player is low on life, his damping is reduced and he will be pushed more easily
- A dynamic action camera instead of a fixed one that will focus on the important events on the pizza
- Slow-mo kill camera
- More toppings
- Different levels

Possible Ovens (Levels)

- Standard Circulation and Heat increase
- Stone Oven with additional heat imbalances (Cheese gets deadly)
- Broken Oven with swingin glow bars
- An oven that is on a ship (?) and moves in a rocking motion (or, drunk level)
 - o including a strawberry from the future (Ideas from brainstorming task)
- obligatory space level (a.k.a. Pizza War IN SPACE) with reduced gravity