

Stinky Toes™

Sumo Cars!



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Game Idea

Sumo cars! Top down driving pvp arena game. It will be player vs AI and local multiplayer.

Similar concept to old Mario Party 1 or 2 minigame. But more in depth compared to its simplicity.



Player experience goals

Easy to have fun
fast(within time limit)

Different play modes for
different types of players
(Levels, Survival, maybe
puzzle)

- Levels
 - Win con: Win con is sumoing all the other cars in the level
 - Lose con: Getting hit out
- Survival
 - Win con: None, play for as long as possible to get highest score
 - Lose con: Getting hit out

Game Mechanics

The player controls a car with the goal of trying to hit other cars out of player area and avoiding getting hit out themselves.

Power Ups that spawn randomly during stages, that let players affect their own vehicle in drastic ways or affect enemies from a distance. (Speed, extra weight, faster turning)

Enemies which have a few different AI methods, and sometimes infight to make it more last man standing.

Movement is fluid and the collisions feel satisfying to achieve.

Other Gameplay Aspects

To keep game moving:

- Disappearing Map?
- Worldborder?
- Shrinking Safe Zones?



Characters and Items

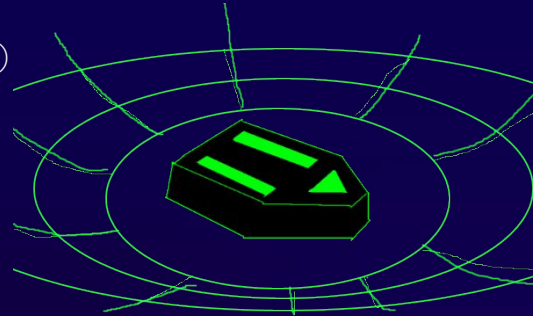


Your character is a specific car or other vehicle.

Enemies are other unique vehicles as to facilitate easy identification.

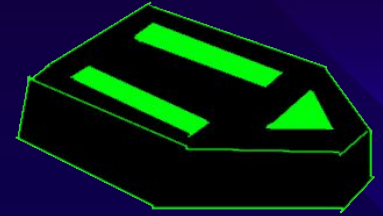
Items drop randomly in the stage during the fight.

- Temporary Speed boost
- Push (Shockwave) / Pull (Magnet)
- Freeze/Stun
- Slow-motion

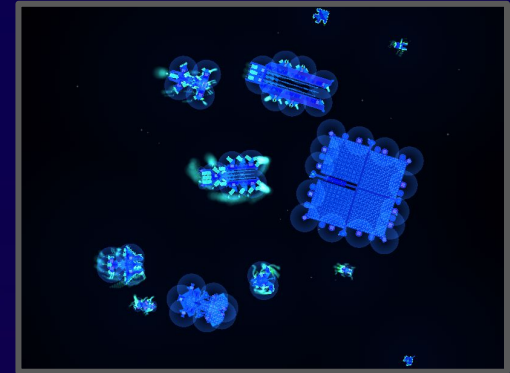
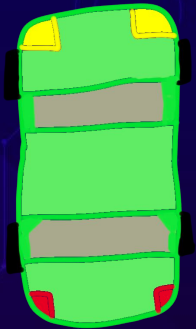


Shockwave
Concept

Example Sketches/UI/Style Images



UI and style are at the moment aimed towards a semi sci-fi type look, as to facilitate good use of lighting and effects without standing against the characters styles.



Achievements and Progression

- Achievements
 - Kill x cars by knocking them off
 - Kill x cars by using projectiles
 - Die for your first time
 - Die x times
 - Use a power-up
- Progression
 - Completing a map unlock harder modes/maps
 - Obstacles (eventually moving)
 - Maps with holes
 - # of enemies
 - Increased knockback
 - Variable speed
 - Levels will unlock as you complete the ones before them

Planned Prototypes

- Local Multiplayer (Same keyboard)
 - Two players can play together w/ or w/o other enemies
- Random enemy targeting
- Item pickup/usage
- Collision/Knockback physics
- Game Menu and UI (Navigation)
- Outside custom boundary (For detecting if player/CPU has “fallen” off map)

Ideas that could be added in the future

These are ideas that we talked about and overall liked, but decided they were out of our abilities for this project.

Multiplayer

Upgrade paths for survival that change cars properties from wave to wave (make car heavier for more pushing power. Make car faster for more speedy, better tires for more traction)

Challenge game mode

The background is a dark blue gradient with various abstract geometric elements. In the top-left corner, there is a series of parallel diagonal lines. On the left side, there are several concentric circles and a network of thin lines. In the bottom-right corner, there is a grid of small, light blue triangles pointing upwards. A few horizontal lines are visible near the bottom edge.

Questions?