

King of The Party
Design doc
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King of The Party!

Game Concept:

You are throwing a house party! You have been talking to people all around town, calling yourself the king of the party, and now the word on the street is that this will be the most epic party ever and everyone wants to be there! Now your reputation rides on the line as the king of the party, this party must live up to the hype.

The party starts and it's going great! The whole town and their brothers are at your party and are loving it. As it's looking to have lived up to the hype, your best friend tells you people are leaving in a huff talking about some troublemaker. As the king of the party, it's your job to find and remove this troublemaker to save your party. Don't take too long or they might cause everyone to leave and ruin it. You grab your taser and jump into action! Save the party, save your reputation.

Genre:

The Game will be an arcade type game with a cartoonish look, simple controls, and simple objectives.

Game Mechanics/Physics:

We will be using a 1 room set for our play space as it will help to create the feel of an arcade game. It will also allow us to better control a large number of NPC's around and prevent them from running off. The player will have to navigate the crowded room in order to find and tag the trouble maker. We will be using the following mechanics:

1. Swarm/Hive Mind- all NPC's will have a script that causes them to move to a new random location in the room at a random interval of time.
2. CPU v.CPU Tagging- 1 NPC will be randomly assigned as "it" and will periodically cause people interacted with to leave. Will still move as a hive mind
3. Tagging- The player will be able to "tag" NPC's they think are causing trouble to get them to leave

We will be using a ton of colliders assisted by ray casting in order to do the tagging for the player and the tagging for the Troublemaker

Feel and Flow:

We want the game to have a somewhat fast tempo to the play, where the player feels pressured to find and remove the trouble maker. With the theme, we can have upbeat party music in the background to help create a frantic atmosphere. On Top of the music, the player will move quickly around the room when they can move freely. The only problem is that the room is full of people they have to fight through to navigate a constantly changing maze.

Art:

We will be creating our game in a top-down 2D format to help establish the theme of an arcade game. In addition, the top-down format also adds an obstacle for the player and makes it more difficult to track and find specific people with a lack of detail. We will use 2D basic cartoonish assets to create a fun environment for play. For example, you can see the design we are going for in an asset set made by Lanea Zimmerman that we found at <https://opengameart.org/content/lpc-interior-castle-tiles>:

The art will be mainly high resolution pixel art to best create the feel of an arcade game.

