

2nd Gameplay Pitches

...

Félix Belthoise
Tap4Fun Paris, 2019

Throw the astronaut

2

The Horde needs to measure the “bounciness” of an Astronaut, and you will be perform the tests
“Look, Sam, if our astronaut can’t bounce back from this, there’s no way he can bounce back from a moon crash! That’s definitely how science works!”

- The player must lead the Astronaut the furthest possible by making it bouncing effectively on the ground. When the avatar stops bouncing, the game ends.
- The screen automatically scrolls to the right, following the avatar.
- The avatar is first fired in the air. Tapping on the screen makes him going down faster.
- When the astronaut bumps against the ground, he bounces with a force depending on the **speed** and the **amount of stuff** at the impact. The more stuff he crushes, the higher he bounces !



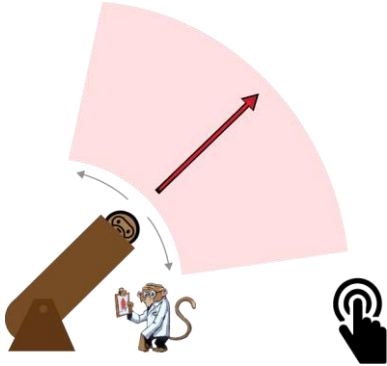
Tap to accelerate the descent



Ref: Burrito Bison

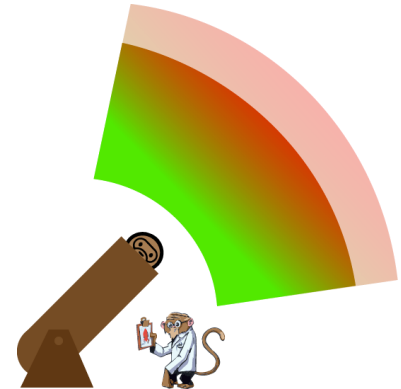
Throw the astronaut - Launching

3



- First, the Astronaut needs to be sent in the air. The player is presented with his avatar inside a canon.
- The canon is rotating back and forth for about a quarter circle : when the player taps, the canon locks it's angle.

- The power of the canon is now going back and forth : when the player taps again, the cannon fires with the current power.
- Then the camera starts to scroll and follows the avatar.



Throw the astronaut - Bouncing stuff

4

Stuff can be found on the ground, to which the astronaut can bounce to keep or gain momentum



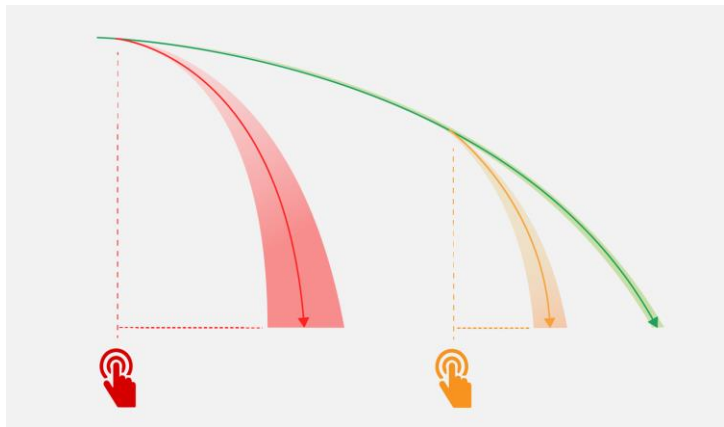
Scraps changes the astronaut's **momentum** depending on the **size** of the scrap pile and the speed of the Astronaut

Bouncing on the flat ground make the astronaut **lose 80% of its momentum** (TBC)

Throw the astronaut - Bouncing stuff (2)

5

- The scrap piles bouncing force is calculated like **springs more or less tense**, depending on their size (the bigger the pile, the tenser the spring).
- The horizontal speed of the avatar is proportional to its vertical speed.
- **The further** the Astronaut goes, **the less frequent** scrap piles will appear.



A tap from the player will apply an additional thrust that **accelerates** the avatar **downward** : the **earlier** the tap occurs, the **higher** the the avatar speed will be on impact but the **easier it is to mistarget** the ground and fall flat (works as a risk vs reward loop).

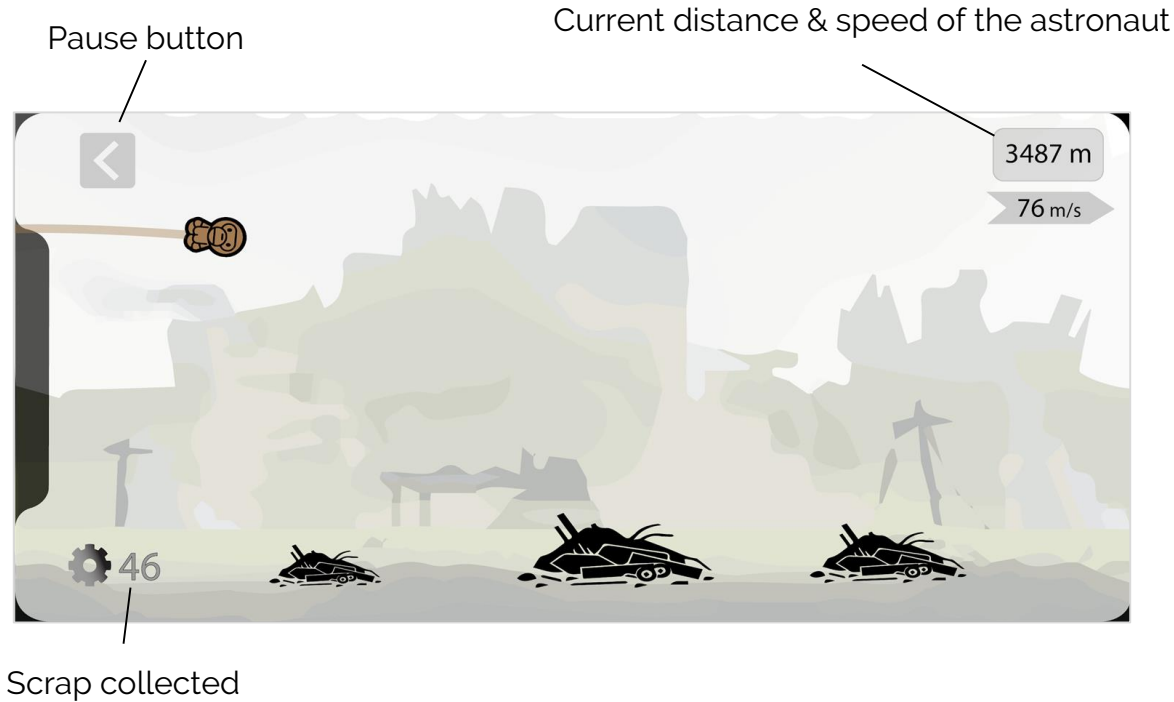
Ref : Dune (Voodoo) :

<https://www.youtube.com/watch?v=eqWj0ZS3dRc>

In red, the player taps early : the avatar gains more speed and falls further from the tap location than the orange tap.

Throw the astronaut - Screen & UI

6



The screen zooms out the higher the astronaut goes, always showing the ground.



When the Astronaut bounces on scrap, he take some scrap pieces. Scrap pieces can be spend to buy rewards on the game store.

Throw the astronaut - End Screen

7

Picture showing the player's progression
related to it's best score
(animated, like in Cuphead's death screen)

Picture of the
crashed Astronaut

Exits the
game (needs
confirmation)



To the minigame's
shop

Throw the astronaut - Shop

8

- The player can buy rewards to the game shop with scrap collected during the game.
- Rewards could be : speedups, resources chest

Throw the astronaut - Context

9

- The outside world, from the Horde HQ to the Launching Pad and above
- Very difficult to reach the launching pad, almost impossible ?
- The Astronaut bounces along the rails, starting from the Horde HQ. The player can see the relays and the Launching Pad

Throw the astronaut - Other

10

The game can be contextualized as a retransmission of scientific tests on the television. An old LCD-like filter is displayed on top and the UI is integrated to the screen like additional informations to the viewer.



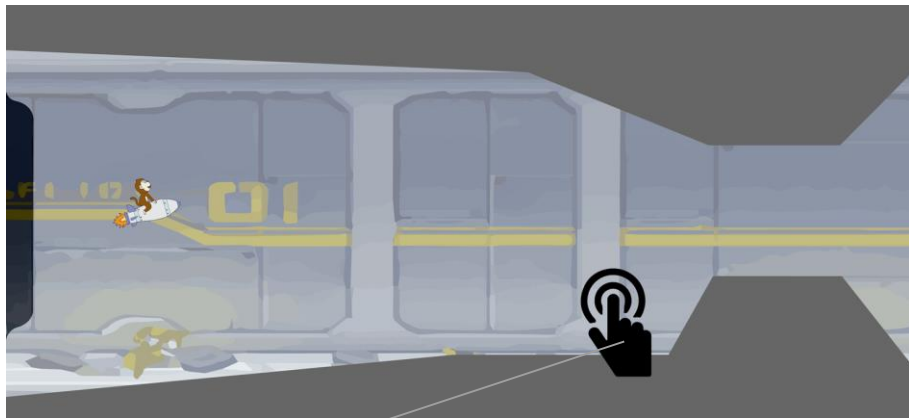
- A simpler and 2D version of the game world is shown on background. It can vary depending on the state (first or second phase) of the global game.
- *(Improvement)* The background could be changing depending on the horizontal distance reached : first we see cities, then other landscapes. Works as a visual reward and possibly attracts the player to see further (like in Mega Jump : <https://www.youtube.com/watch?v=9UHllfHi3jk>)
- The average game time is between 20 seconds and 1 minute

SF Cave-like

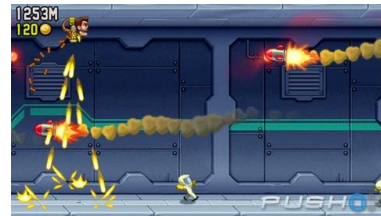
11

In order to test something (because why not ?), the lab created a small version of the rocket in a low-gravity room.

- The rocket is automatically moving to the right
- Hold anywhere to move up, release to move down (Jetpack/SF Cave-like)
- The rocket goes faster and faster as the game progresses
- Go along the walls to gain a speed boost
- ... but if the rocket touches a wall, it crashes and it's game over !



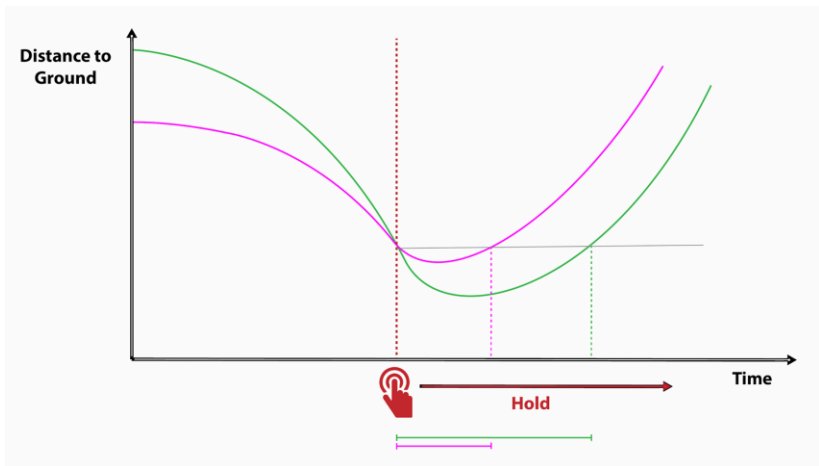
Hold to move the rocket up



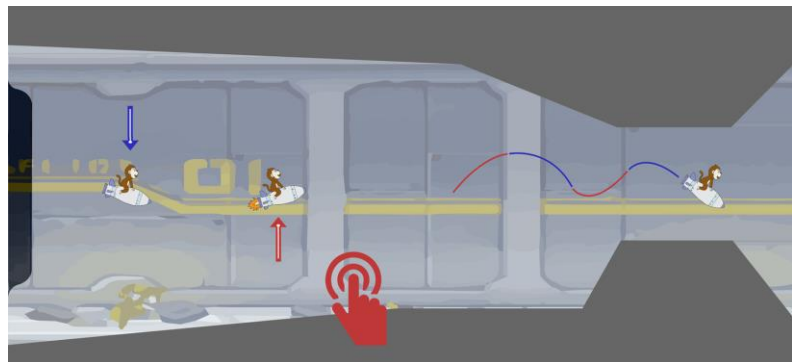
Refs : Jetpack Joyride, SF Cave

SF Cave-like - Controls

- The rocket is, by default, moving **downward**
- **Tap & Hold** to exert an **upward** force to the rocket



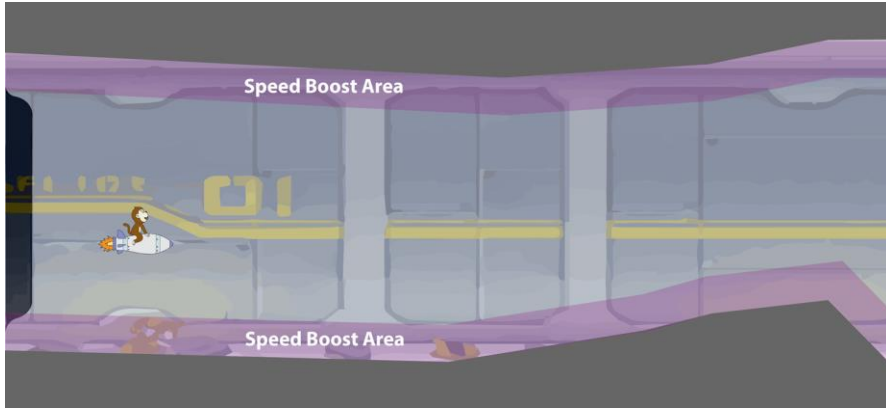
Comparison of the distance needed to compensate the downward thrust for 2 different starting heights (purple & green segments) when tapping & holding the screen



- The rocket is subject to gravity (like in SF Cave) which makes the rocket going vertically faster and faster until changing direction.
- It also prevents the rocket from instantly changing its vertical direction (up or down) when tapping or releasing the screen. The rocket needs a little “compensation distance”, depending on the speed of the rocket when the tap arises.

SF Cave-like - Speed Boost

13



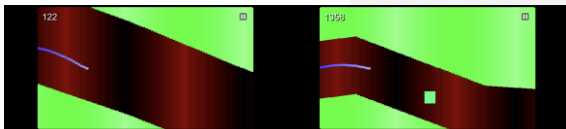
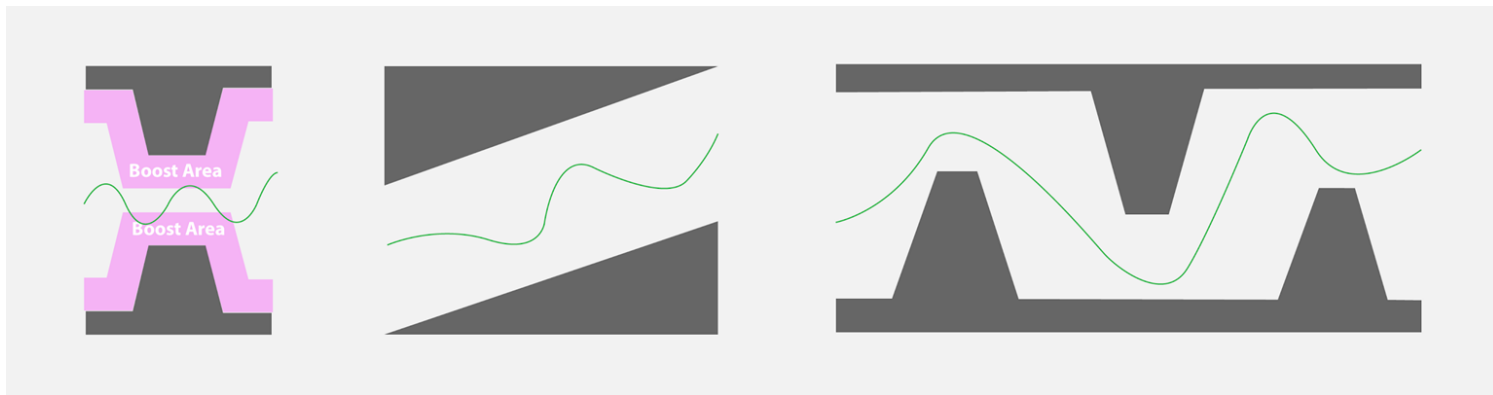
- When the rocket is close to a wall, it enters a “speed boost area” speeding up the rocket up to 1.5 times faster than the normal speed (TBC).
- It works as a risk/reward loop : entering the speed boost area means more risks to touch the wall, but it allows the player to go far faster.
- **When quitting the area, the speed boost is lost.**
- *Design intention : I think losing the speed boost when quitting the area, rather than keeping it, generates a more flexible gameplay. It allows the player to come back to a lower speed when it's too risky for him, it plays with the desire to “stay just a little bit longer” and give him more moment-to-moment choices. On the contrary, keeping the boost signifies highering the difficulty permanently, which is a stiff choice.*
- In any case, the normal speed of the rocket is slowly going up, highering the difficulty as the game progresses.

SF Cave-like - Level Design

14

- The levels will be procedurally generated with predetermined “chunks”
- Rational design will be useful here : by measuring a number of variables (such as the average number of inputs required to pass the chunk and its size), we will be able to determine an estimation of each chunks difficulty.
- Variable possibilities : number of directions changes, walls proximity, number of inputs required, size, direction angle ...

3 chunks
(examples)



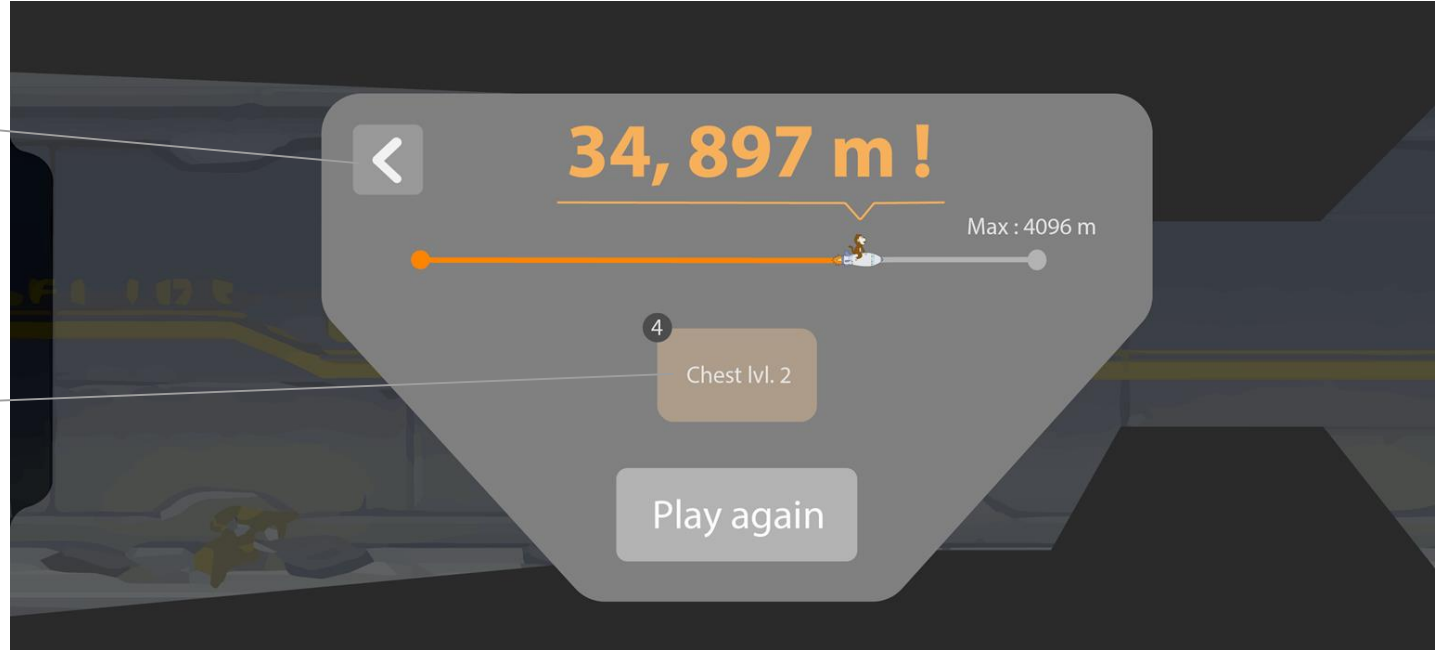
(Phil.) More than “rocket speed increases with time”, the difficulty comes from the fact that the corridor gets smaller & smaller (see screens on the left, 1st one is the start of the game, 2nd screen is 15-20 seconds later), forcing the player to crash sooner or later. This reduces the possibility to make many slaloms area as hinted above. That also means that the longer you stay, when it gets pretty small, the longer you are in the bonus zone (which is a cool idea), that is pretty cool, as it makes bigger score differences from very small difference in distance travelled.

SF Cave-like - End Screen

15

Exits the
game (needs
confirmation)

Reward



SF Cave-like - Reward types

16

- Proposition : the game is available to speed up troops training, building, When the player taps on "speed up", the option to play the game is available : it works like a speed up for a time depending on the score of the player. Available 1/2/3 times per construction / or limited to X times in a day.
- The player could play the game outside of that, he will be rewarded with speed up objects.
- Other proposition : ressources chest related to score (number of chest & their level).

SF Cave-like - Look

17

- The game takes place in a test chamber created inside a laboratory.
- The rocket is really small : you can see some gigantic scientific stuff in the background (test tubes, beakers, ...).

“Monkey see, monkey do”

18

Idiom about repetition. Train your soldiers to react faster and more accurately.

- Twister style: “right-hand red, left-foot blue”, move the correct appendage to the right color/position without keeling over (“Yoga helps with strength and agility, it’s-” “I just sprained BOTH ankles, Janet!”)
- Fast-paced - Be as quick as you can
- A wrong move or delay may throw your balance

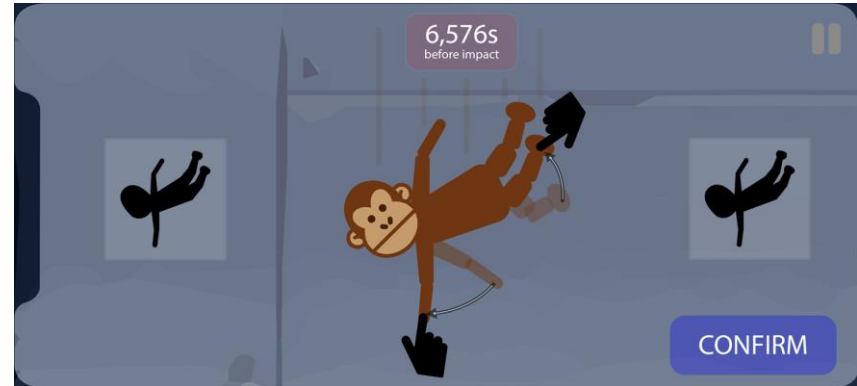


Monkey see, monkey do - Alternative

19

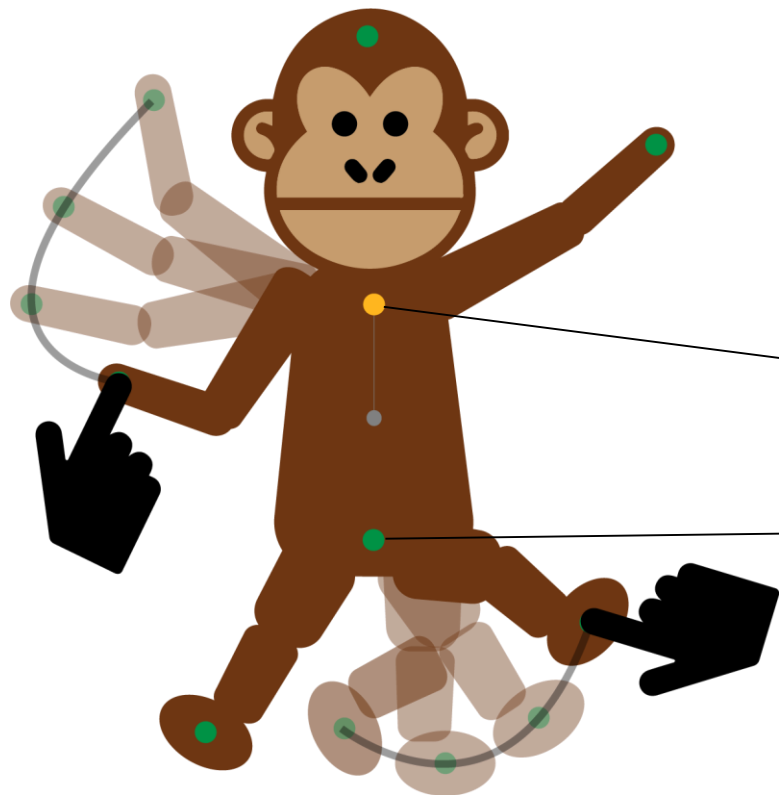
Inside an aerodrome-like room, the astronaut trains to move in a low-gravity environment. With style, it's always better.

- The astronaut is constantly and slowly falling to the ground. To go upward, he needs to take the right pose.
- Two shadows are showing the player the next pose the monkey has to take
- The player can tap and hold any limb to move it to the right position, then confirm the pose
- The more similar the pose is to the shadows, the more the player will move up
- If the avatar touches the ground, the game ends



Monkey see, monkey do - Controls

20



- Tapping and holding a limb allow the player to move it like a puppet
- Colored dots show what the player can move (only represented here)

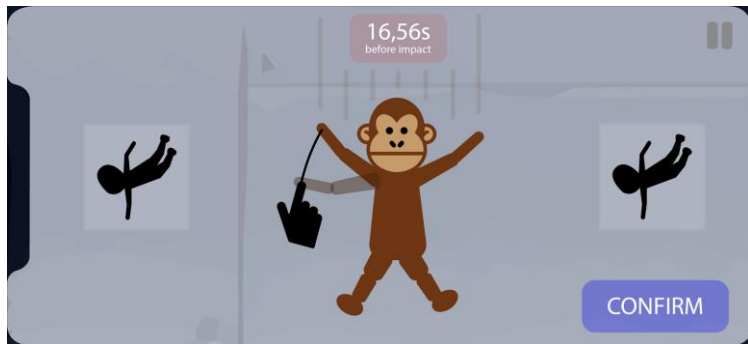
Rotate the whole body
(center : grey dot)

Rotate only the lower body
(center : yellow dot)

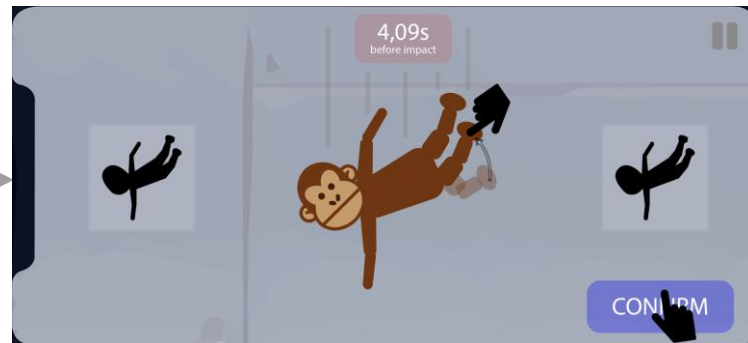
Monkey see, monkey do - Loop Example

21

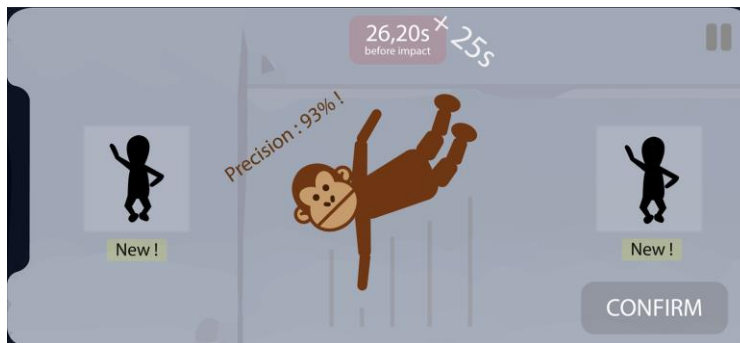
Here a brief example of how the gameplay loop works



The player moves the monkey to match the shadow



When finished, he needs to confirm the pose



The game tells the player his precision, move up the monkey accordingly, and a new shadow is displayed

Run away from the ancient laboratory using lianas !

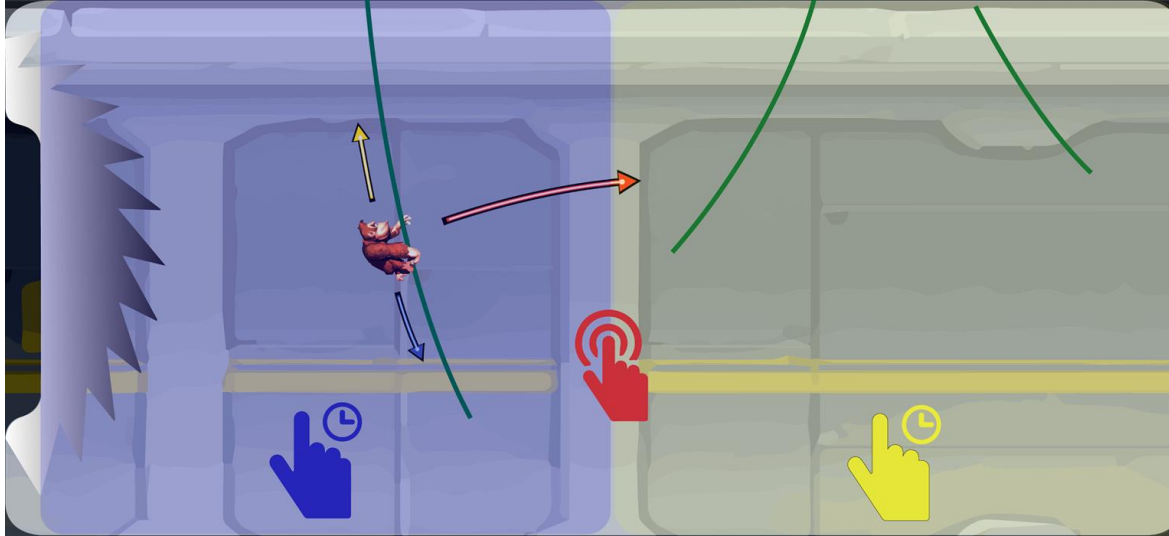
- The screen is automatically scrolling to the right. If the avatar goes out of the screen, misses a liana or touches an obstacle, he falls down and it's game over.
- Lianas of different length swing from the ceiling. If the avatar touches one, he automatically grabs it and swings.
- Tapping on the screen make the avatar release the liana he's currently holding and be thrown forward.
- Coins and items with special effects can be collected during the run.
- *Game objective : fast action, precision & anticipation (challenges ballistic)*



Refs : Donkey Kong, Jetpack Joyride

Lianas runner - Controls

Tap anywhere on the screen to jump forward

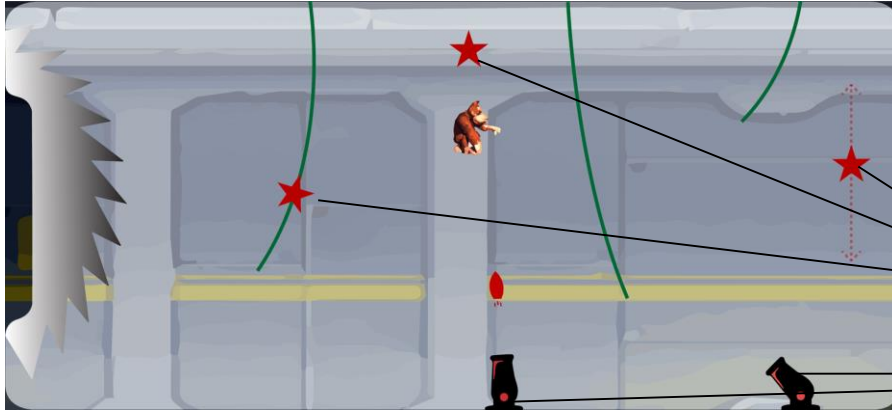


Hold left side of the screen to
move down the liana

Hold right side of the screen to
move up the liana

Lianas runner - Dangers & Obstacles

A **giant circular saw** is always present on the **left side** of the screen, slowly moving and pushing the player forward



Obstacles in action during the game

Through his escape, the player will encounter many obstacles. **Touching** one of them means the **end of the game**.

Obstacles can be static or moving, here are a few examples :

"Stars" can be attached to a liana, hanging in the air or follow a short moving pattern

- Canons throw homing rockets every few seconds, targeting the avatar

Lianas runner - Objects, Items and Coins

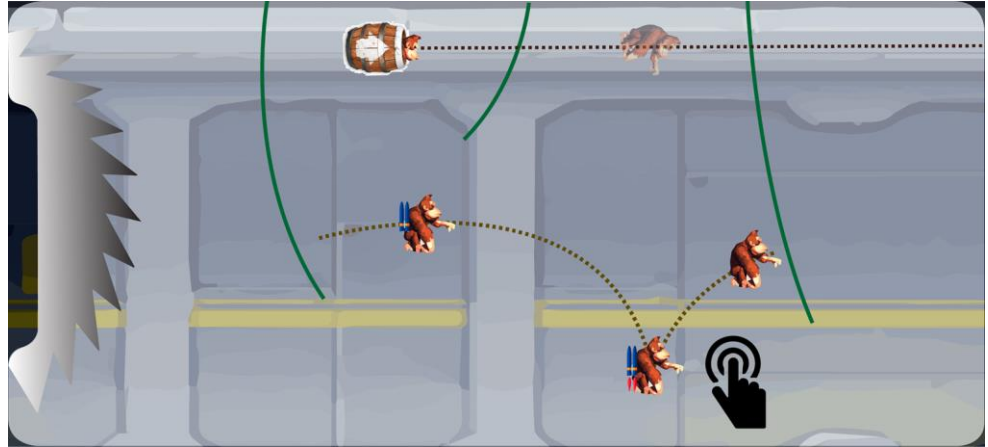
Objects and items can be collected and used, helping the player during the run

- **Objects** are activated the moment the player **touch them**

Example : the wood canon propels you forward for a certain distance

- **Items** are collected by the player, and can be used a **single time** by the player whenever he wants

Example : the Jetpack allows the player to have a double jump (destroyed after use)



Banana coins can be spend to buy rss (overlap with the general game), like in Rise of Kingdoms and the expedition shop. Could be used to help research too.

Lianas runner - UI

Current distance and number of banana coins

Pause button



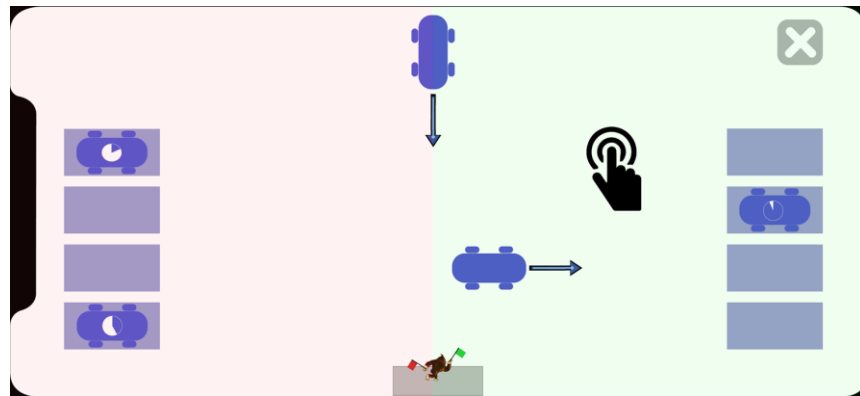
Item currently possessed by the player

Rhythm game

27

Help convoys unloading their cargo by showing them where to go.

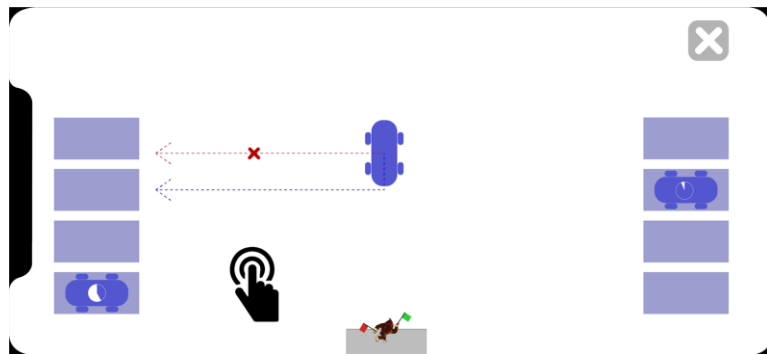
- The player must guide the convoys to an empty spot as they are constantly arriving from the top. If convoys are crashing into each others, it's game over.
- Tapping one side of the screen tell the upcoming convoy which direction to go.
- Convoys take a few seconds to unload, then leave the spot.
- *Related to : storage building*
- *Game objectives : reflex, anticipation, organisation*



Rhythm game - General

28

- Convoys go **faster and faster** as the game progresses, so the player has to take his decisions quicker and quicker.
- Convoys enter the screen **successively** : next convoy enters the top of the screen only when the **current convoy turns**.
- The direction lines the convoy can take are **discrete** : when the player taps, the convoy will **turn when it's in line** with the next spot (empty or not).



When the player taps, the convoy won't turn right now (red arrow) but when it will be in line (blue arrow) with the next spot

Design Intents : add strategy, encourages the player to think ahead of time and to optimize the convoys placement

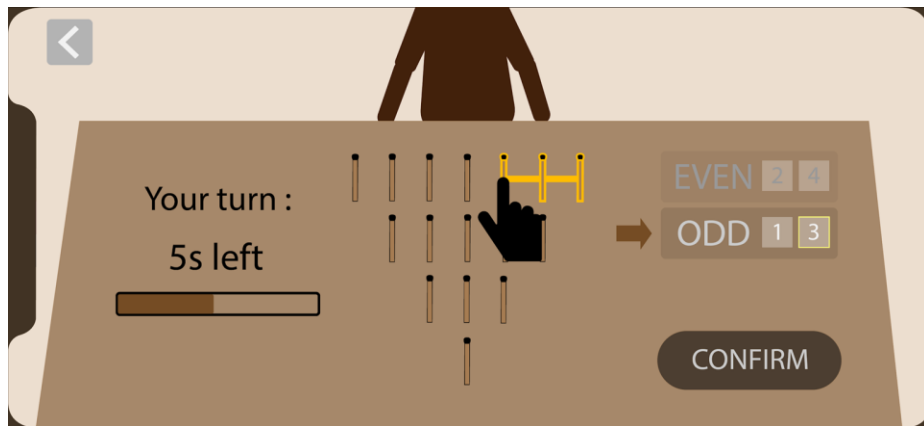
Rhythm game - Improvements

30

- Some pickups could appear on some spots, disappearing after a short time. If the player collects it, it brings a special effect (for example : all convoys finish to unload instantly). *Design intent : add risk vs reward choices : if he take the pickup, he risks the crash*
- Sometimes, a spot can breaks and take a short time to become available again. *Design intent : challenge players adaptation, "all according to plan"*
- Missions can be given to the player at the beginning of the game ("unload a total of X convoys, take Y pickups in a single run ...") and gives rewards
- A score can be displayed during the game and at the end, depending on the amount of stuff the player has unloaded during the run

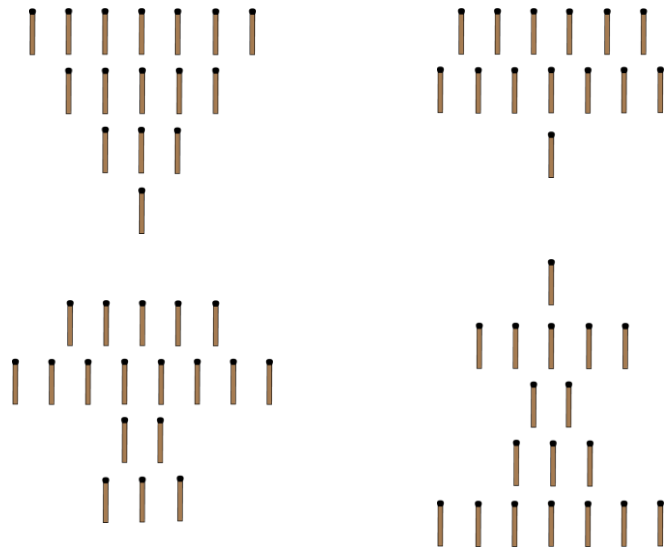
Relaxing in the tavern, a monkey approaches you with a bag full of sticks

- The game is turn-based and played against an AI.
- The winning condition is determined at the start of the game and displayed on the table : the one who takes the last match is either the winner or the loser.
- On its turn, the player has to remove an odd or even number of sticks (determined randomly), between 1 and 4.
- The player has only a few seconds to make his decision. If he doesn't, his move is determined randomly.



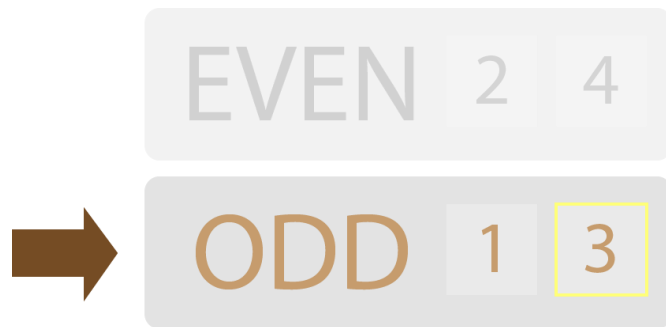
Stick Nim - Number and Lines

32



- There is always between 3 and 5 lines of matches
- The number of matches in each line is determined randomly, between a minimum and a maximum

- The game tells each turn if the player has to take an odd or even number of matches, between 1 and 4.
- Determined randomly.



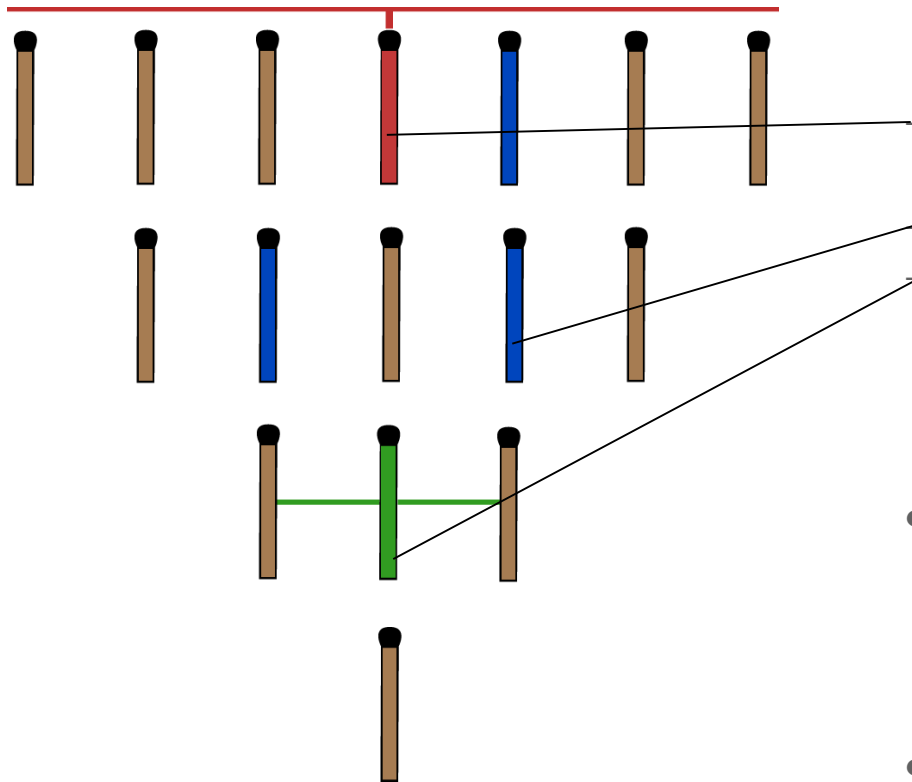
Stick Nim - Timer and Win condition

33

- The player who takes the **last match wins**. However, it could be interesting that, in some conditions, the win condition is reversed during the game (the player who takes the last match loses)
- The player has only 8 seconds (TBC) to make his choice : if he doesn't, the game automatically removes 1 matches from the highest line (TBC).

Stick Nim - Variation : Special Matches

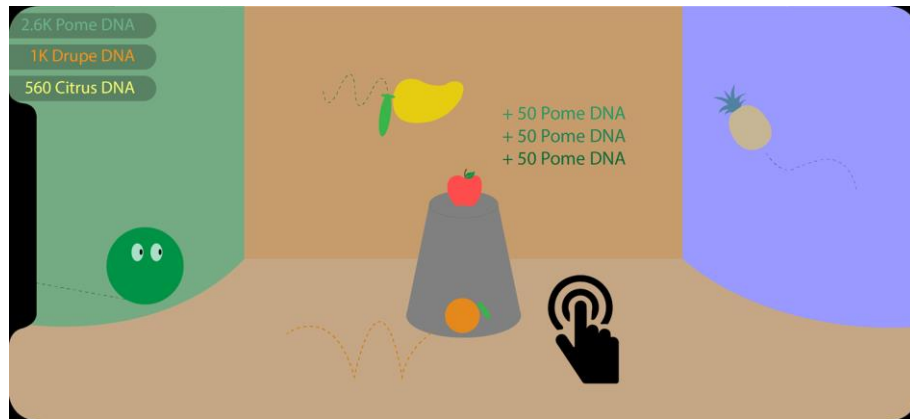
34



- There is special matches in the game with some "abilities" :
 - The **Fire Stick** eliminates all the stick line if you pick it
 - The **Lonely Stick** can only be picked alone
 - The **Social Stick** has to be picked with at least 2 (TBC) other matches
- In this variation, the player can take any number of matches he wants but only **sided matches** on the **same line** and **starting from one side** of this line.
- The player who **takes the last match wins** the game

Scientists are secretly searching a way to discover Bananas by mixing fruit DNA ...

- Produce Fruit DNA by tapping on the DNA Generator
- Choose what fruit to put in the DNA Generator to produce DNA of the same type
- Create strange new fruits by mixing DNA types
- Expose your collection in the different fruitiums
- ... and what if you added some RSSX (TBC, could be Uranium) into this new DNA fragment ?



36



- Tapping on the DNA Generator Device creates Fruit DNA.
- You can change the fruit inside the generator to change the DNA type created.
- Fruit DNA is used to :
 - Upgrade the DNA generation per tap (requires any DNA type)
 - Create new fruits (create DNA every second) and upgrade them
 - Buy new fruitium and decorations

Tap Tap Fruit - Fruit Creation

37

- There is 6 Fruit DNA Types : Pome/Drupe/Berries/Melon/Citrus/Tropical
- A fruit will create one or more DNA types, depending on its own type (a fruit can have multiple types).
- To create new fruits, you need a certain amount of one or more specific DNA types.

	Creation Cost	DNA type produced
Apple	100 Pome DNA	Pome DNA
Pear	1K Pome DNA	Pome DNA
Peach	5K Drupe DNA	Drupe DNA
Zyoson Fruit	15K Pome DNA + 10K Drupe DNA	Pome DNA & Drupe DNA

Tap Tap Fruit - Introducing RSSX *

38

- Early on, the game proposes you to introduce RSSX* inside a new DNA fruit. As the game progresses, the player can see fruits acting weird - wait, didn't the fruit just moved ?
- From now on, fruits are no longer simple fruits : some of them are happily bouncing on the table, others are mysteriously flying in the air ... the laboratory becomes a new place!
- *Inspirations : Rob Foote (here he's combining fruits/vegetables with animals, but it could be much less animalistic)*



* could be Uranium

Tap Tap Fruit - Exposing your collection

39

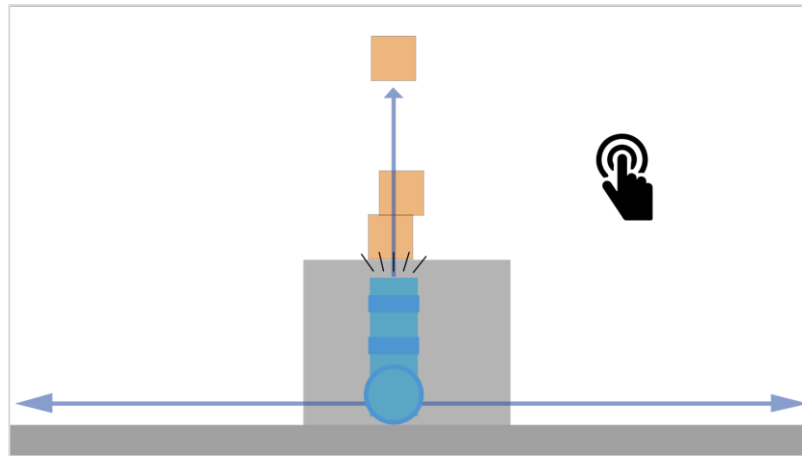
- When new fruits are creating, the player choose where to place them : in the aquafruitium ? the vivafruitium ? He can compose "living 3D paintings".
- There is a limited number of spots in each fruitium. The player can increase the limit by spending Fruit DNA, or place exceeding fruits in a reserve (they still produce DNA but aren't visible anymore).
- All the fruitium are visible from the "main" screen, but clicking on one of them allow the player to watch closer and turn around
- Decorations can be placed inside the fruitiums
- Pictures of the fruitiums can be taken

Tower Construct

40

To test how materials behave in high altitudes (and fall down from it), monkeys throw washing machines in the air to build the highest constructions possible.

- A cannon is moving automatically
- Tap to throw the washing-machine at the right time
- Go as high as possible
- Keep the tower balanced
- If the tower is falling, it's lost !

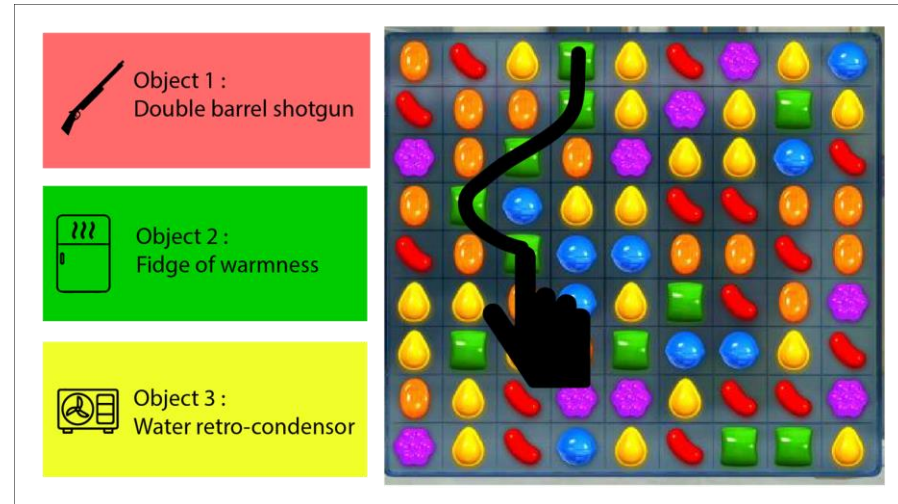


Scrap! - Mach 3

41

Recycle the wasted tech and create useful weapons for your soldiers!

- Draw lines on the screen to create items by linking materials of the same type
- Build a fix number of requested items before running out of moves
- Link more materials to build high-quality items

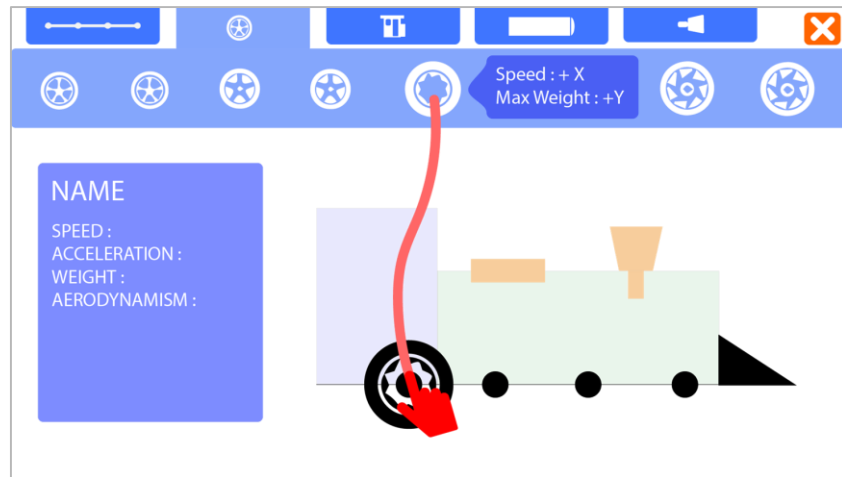


Tchoo tchoo - construction game

42

Build your test locomotive and race others to show your engineering prowess!

- Build a train engine from the most unexpected items
- Have it race against other players' creations
- Add special items to your locomotive and use them during the race to gain advantage (speed boost, smoke generator ...)
- User-content oriented



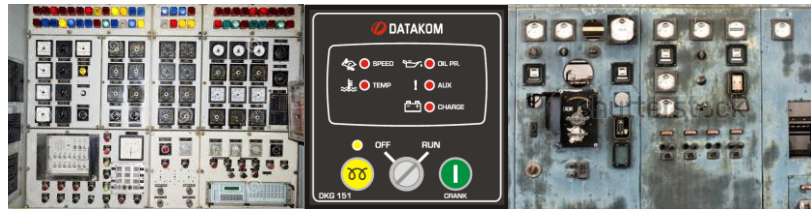
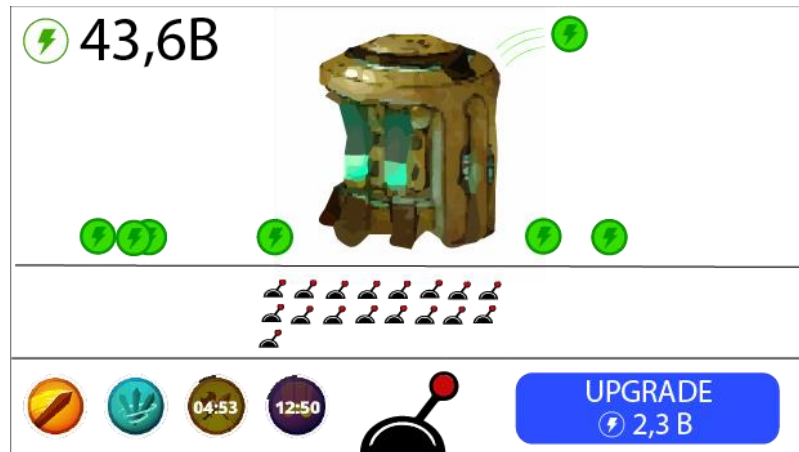
References : C.A.T.S., King of Thieves

Push the lever - idle game

43

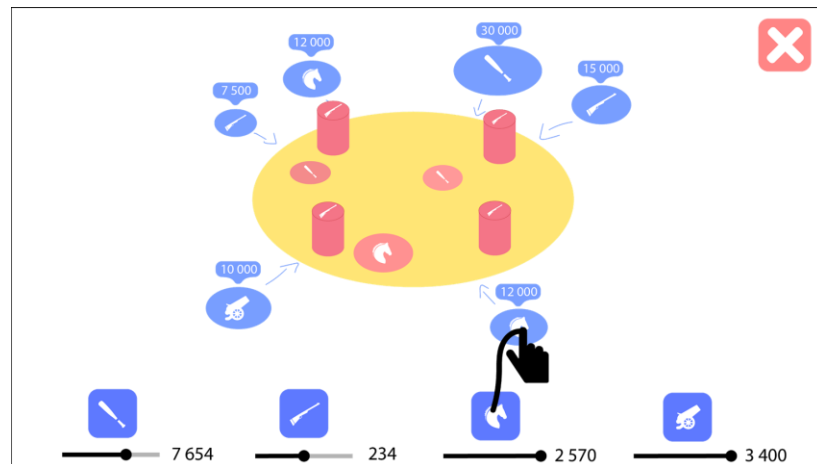
Tap to get energy to develop your city

- Tapping on the screen boosts the generator, producing energy units the player can collect
- Components of the generator can be upgraded by spending energy units, in order to increase the energy production (more energy units per tap, ...)
- The player can also spend energy to produce a Power Surge, boosting all nearby buildings in the player's city.



Attack barbarian cities in real-time !

- The player must destroy all enemy troops and buildings to win the battle. If the player loses all of his troops, it's lost.
- Before the battle begins, the player places any amount of troops in the area outside of the city.
- When the battle starts, troops are moving toward the city to attack what is in front of them. The player can always add troops to the battle but can still only place them outside of the city (Clash of Clans-like)
- Troops follow a rock/paper/scissors type effectiveness (archers are better against chivalry, ...)

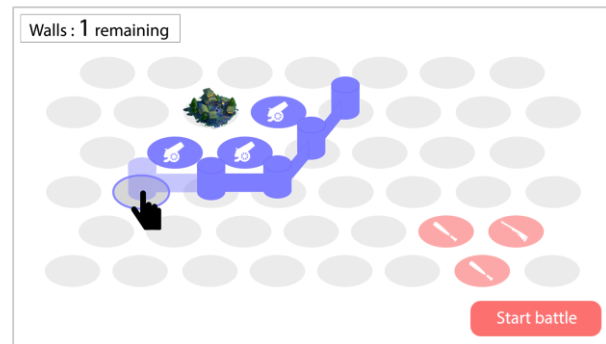


Defend / Rampart-inspired

45

Build and maintain defenses around your city to endure enemy attacks

- Rampart inspired 2 phases game: build/defend
- Build: build or reinforce walls around your village and its defense towers (every turn=limited wall building options, proportional to scoring)
- Defend: shoot at the approaching waves of enemies before they can reach your city hall (center of city)
- Possibility to diversify replayability: hill over which city is procedurally generated, player has to manage their defenses over varying terrain formations. As player progresses, enemies types may vary and even start building their own little base of attack

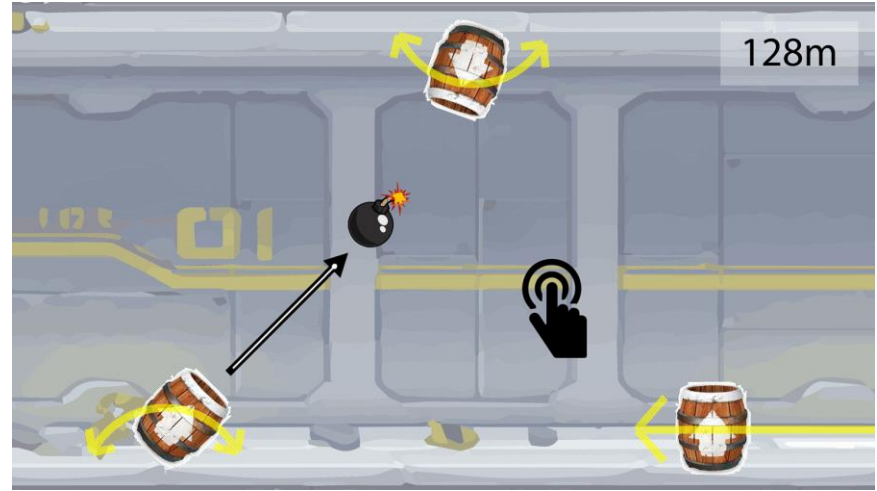


Boomball

46

A bomb has been lighted by mistake, the emergency system needs to get it out of the way !

- The screen is automatically scrolling to the right. If the bomb goes out of the screen or touches the ceiling/ground, it's game over.
- The bomb can stay in barrels, which are continuously moving or rotating
- Tapping on the screen shoots the bomb forward (relative to the barrels direction). If it touches a barrel, the bomb goes inside it.
- Coins and items with special effects can be collected during the run (auto aim and fire for a short period, slow down time, ...)



Ref: Donkey Kong barrel cannons

Bad Breach / Into the North

47

Defend villages against attackers

- Turn-based, like Into the Breach the player only need to keep the village alive for a given number of turns to achieve victory.

