

See a Neevle, Hear a Neevle

- team project for CSCI 265
- team: We Be Daves
- members: Dave, David, Davey, Duhyve
- a top-down 2D multiplayer team-v-team game
- a blend of puzzle solving and combat
- team cooperation essential to puzzle solving and combat

The concept

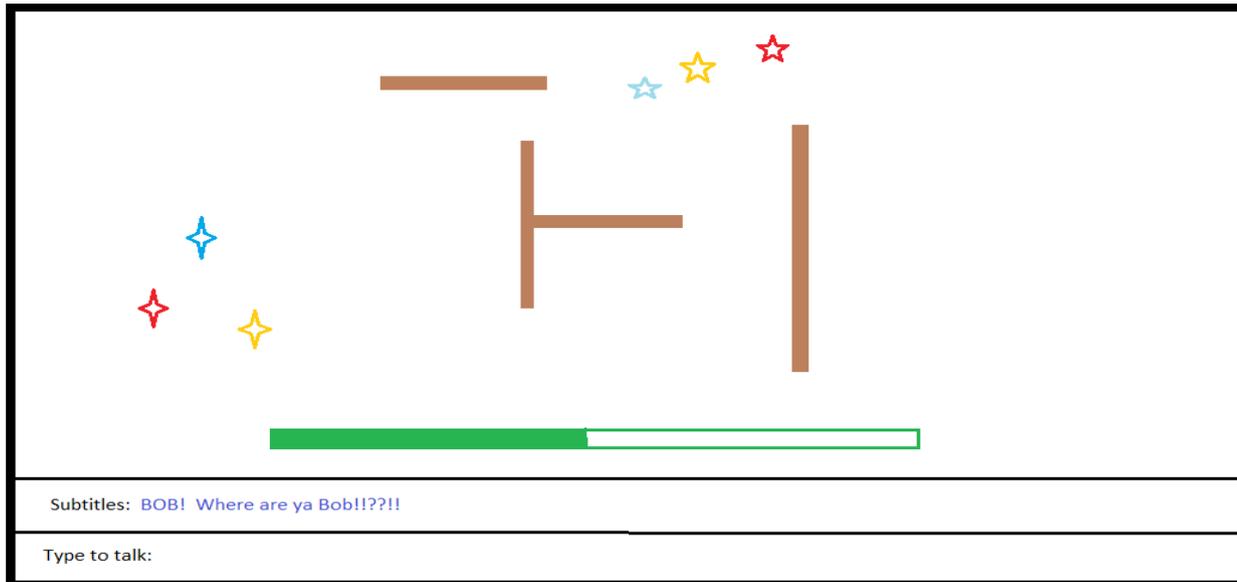
- all life on Neevle is energy based
- three types of energy: gamma, theta, zeta
- all life forms and items are based on one of the 3 types, every team is a mix of the three types
 - gamma beings cannot see zeta or hear theta
 - zeta cannot see theta or hear gamma
 - theta cannot see gamma or hear zeta
- thus everyone has people on their team and opposing teams that they cannot see and others they cannot hear

Movement and combat

- simple WASD movement, x to interact, spacebar to shoot
- beings take damage (energy drain) when colliding with anything of a different energy base
 - hand-to-hand is thus bumping into others and hoping they run out of energy before you do
 - you can hurt your friends by bumping into them, and remember some of your friends are invisible to you...
- you can fire projectiles that also drain energy from target
- you have a current energy level and max energy level, if your current energy drops too low you're immobilized, if it hits zero you dissipate (not good)

Map

- every team has a symbol, every energy type has a colour
- some non-energy obstacles are on the map, items and creatures generally have an energy type (the green bar is your energy level)



Puzzles

- Puzzles can have visual or sound elements, revolving around energy-based items (gates, switches, pads, trapdoors, etc)
- E.g. one might involve having player of a specific energy base go stand on a pad that is invisible to them *(So allies who can see it must talk the player to it, but most allies can see you or hear you but not both, You might have to relay instructions through other allies!)*
- Perhaps there are multiple pads to activate at the same time, so everyone on the team has to guide/get guidance from others
- Traps or gates might cycle through energy types, so players must go past/through them while the energy is aligned for them

Sound

- ideally we'd have great headphone-style directional sound
- that is probably beyond our budget/skills/timeline for this term
- idea: have a subtitle field on the screen that displays the 'sound' and a circle that indicates the area the sound came from
- if the sound is closer or easier to pinpoint then the circle will be smaller, so as you approach the source of a sound you can get a clearer idea of where exactly it originates from
- may add options to yell/talk/whisper, so you can communicate with team members without being overheard by hostiles

Experience and leveling

- you gain experience by solving puzzles and surviving combat
- at different experience levels you can improve an ability:
 - have higher maximum energy
 - replenish energy faster
 - do more damage in combat
 - have better control so you do less damage to allies in friendly fire or when bumping into each other

Multiplayer aspects

- two teams of three, one of each energy base on each team
- one person hosts the game, others join
- host will control game setup/options
- we need to deal with the connection/coordination issues
- none of us knows how to do that yet :)

Game plot/flow

- we envision multiple maps to choose from eventually, but just one for the first version
- teams will start in separate areas of the map and will progress through some preliminary puzzles before entering a shared area with potential combat
- the map structure might cause opposing teams to clash then separate repeatedly, with interleaving puzzle sections and possible mini-bosses
- to win: either be the last team standing OR the first team to reach **THE GREAT CORE**[™] that grants unlimited energy powers to vanquish your foes

Other supporting screens/menus

- a typical collection, below is just a tentative example

HELP MENU

Gameplay

Map

Combat

Gameplay

Critter catalogue

Puzzles

PAUSE MENU

Resume

Help

Options

Quit

Upgrades

OPTIONS

Control config (A)

Subtitles (on)

Friendly fire (off)

See/hear all (off)

START MENU

Options

Host game

Join game