

PATCHWORK PLAYGROUNDS

“Rules are meant to be fiddled with.”

Game Concept by:
Brian Chong
Jimmy Steorts
Tom Munro
Sean Bosshardt



Patchwork Playgrounds

Genre

3rd person party multiplayer game (2-4 players)

Overview

“Rules are meant to be fiddled with.”

Patchwork Playgrounds is a party game where players are able to collect new rules and objectives as they roam an arena. These rules alter the context of the game and allow for endless hours of exciting gameplay. Objectives can be offensive or defensive, forcing players to employ many different strategies to reach their goal. This creates a different play experience each time. Some of the objectives could include but are not limited to: tag, scoring in specific targets, king of the hill, keep away, and foiling other players. As players complete their objectives they receive points, which are tallied at the end of each round to determine who receives a point for the overall match. At the end of all of the rounds, the player with the most match points is deemed to be the victor.

Target Platform

Our target platform is PC.

Target Audience

Patchwork Playgrounds is targeted towards gamers of all ages and skill levels. It focuses on the fun pick-up-and-play experience that players will not want to put down!

Competition

There is no true game like Patchwork Playgrounds that allows the player to freely choose between rule types. However, there are cartoon party games that have many mini games which are somewhat related to this game.

Some of these titles include Fuzion Frenzy and any of the Mario sports titles (Mario Strikers, Mario Tennis and Mario Hoops). Fuzion Frenzy is a party game on Xbox Arcade that allows the player to choose from over forty mini games and play them for as long as they like. Patchwork Playgrounds changes this idea to incorporate all of the rule types to lie within one game. The player can experience any number of different types of games without having to exit to a separate menu or enter a completely different game type. This allows our players to enjoy our game rather than spending time in menus.



All of the Mario Sport titles are probably the closest and the biggest competition for us. These games are exaggerated, fun and cartoon-like – which is what we are striving for with Patchwork Playgrounds. The Mario titles focus on one sport, which limits the experiences the players have while playing. Once again, the biggest difference and the selling point of our title is that all of these sports and games are encompassed inside one round, which gives the player an almost unending potential to play a completely different experience each time they play through.

Key Features

“Rule Fiddling”

- This is the ability for the players to alter the rules of the game. These rules are represented by pickups strategically placed around the playing arena.
- Rules and pickups are broken down into two categories:
 - How players move through the arena
 - Speed – the speed in which players run within the game
 - Gravity – the way gravity effects the players and the balls
 - Strength – the distance in which players can shoot the ball
 - How players score
 - Objectives – the goal of the player, what they must accomplish in order to score points
 - Multipliers – awards more points than usual for any given task
- Each category of rules is represented by different icons and colors. Players are made aware of the exact effect of the rule once it is picked up.
- There will be two overlying types of objectives. They will either affect just the player that his picked it up or could affect all players within the current game. These are denoted by single or multiplayer objectives. When a multiplayer objective has been picked up, all players affected by it will be notified immediately.

Goals and Objectives

Some of the objectives that could be found within this game:

- Tag – single and multi player
 - One player needs to tag a certain number of players
 - A group game of tag where one player is “it” and must tag the other players in order to lose this tag
 - In this objective type, the player with the least amount of time spent as “it” will be considered the winner
- Shooting (single player) – player must throw a ball into a certain target
 - Target types:
 - Goals
 - General Targets
 - The targets will be alternating, colored or otherwise tagged to specify a certain type of target that the player must score in
- King of the Hill (all players)



- The player must defend a particular area
- The player who spends the most time within the designated area will be deemed the winner at the end of the game
- Collection (all players or a single player)
 - The player must collect a certain number of a particular object in the allotted time period
 - These objects are collection orbs
- Checkpoints (all players or a single player)
 - The player(s) must run around the arena meeting checkpoints in the allotted time period
 - In the single player objective, the player must reach a certain number of checkpoints in order to receive the points
 - In the multi-player objective, the player who reaches the final checkpoint first will be deemed the winner of the objective
- Keep Away (all players)
 - Spin-off of tag
 - Players must hold the specified ball for the most amount of time
 - All remaining players will be trying to take the ball for themselves, as the player who holds onto it for the longest amount of time receives the point for that objective
- Dodgeball (all players)
 - Spin-off of tag using a ball
 - This is your standard dodgeball game
 - The player who hits the most number of players will receive the points for the objective. In the event of a tie, all of the players who are tied will receive the point.
- Foil (single player)
 - This is an objective that bids the player to prevent other players from completing their goals
 - Done by stealing balls, and interfering with other players

Scoring

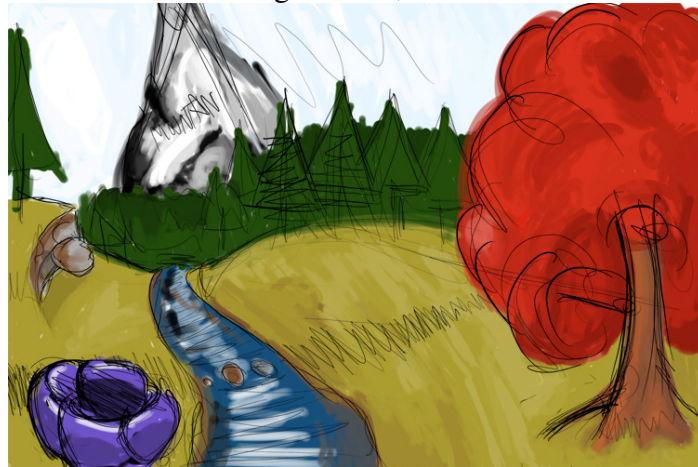
- Patchwork Playgrounds is played with a timed round system.
- Each round will be 2 minutes in length, with the players having a choice before the match to choose how many rounds they wish to play (3-7).
- During each game, the player will accumulate game points for successfully completing objectives. The goal is to accomplish as many as possible in the allotted time limit.
- Once the game has ended, the player that has accumulated the most game points will receive round points and play will continue.
- At the end of the match, the player with the most round points will be named the winner. In the event of a tie, there will be an extra round of gameplay that will be used to determine the winner.

Dynamic Environments

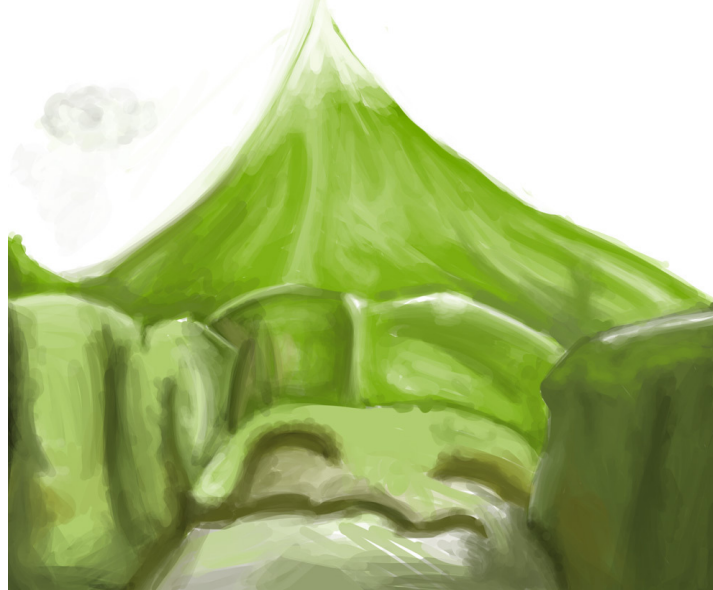
- Five arena environments



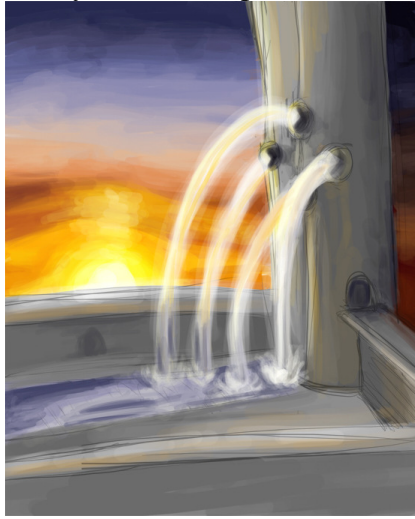
- Forest – forest area containing streams, trees and fields



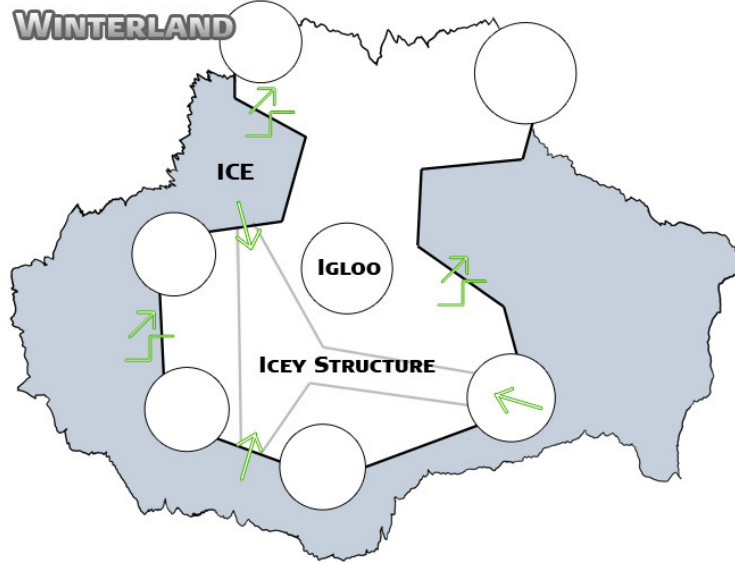
- Mountain Top – rocky arena placed on the top of a mountain



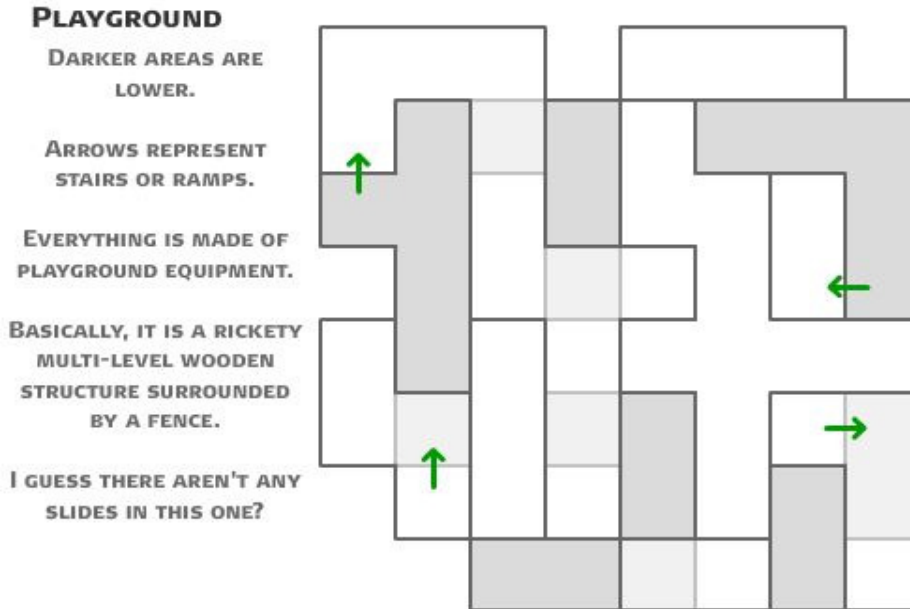
- Castle Courtyard – courtyard and ramparts of a small castle



- Winterland – a winter wonderland



- Playground – the traditional playground of an elementary school

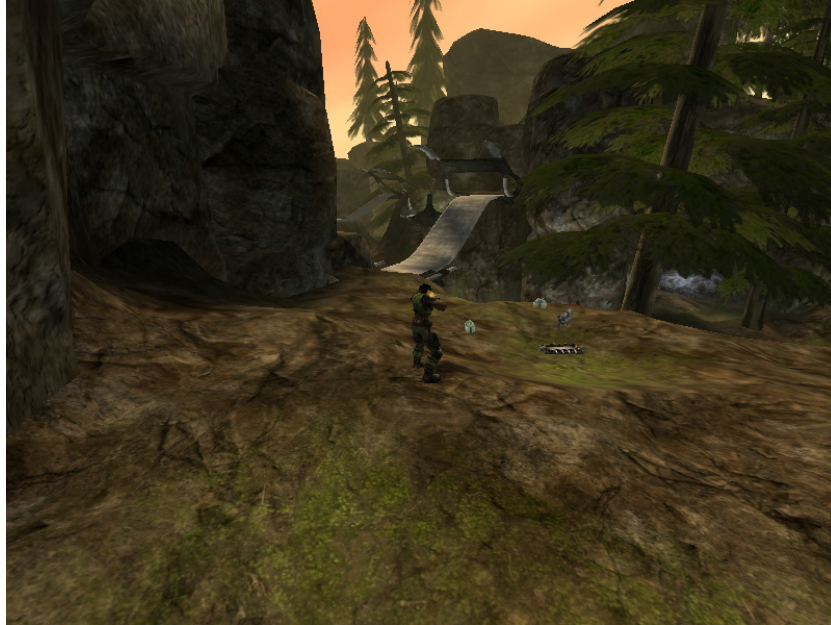


- These environments will be dynamic in that they can be slightly changed through pickups. It will also be possible to move some smaller objects around for the player's benefit
 - These smaller objects could include but are not limited to small rocks, boxes, ladders



Camera

This game will be viewed from a locked third person perspective. The camera will be far enough away from the character that they can see a fair portion of the arena, but still close enough to recognize and see what they are doing on the screen. Here is an example from another title (Unreal Tournament 2004 – no HUD):



Controls



WASD: Movement

Space: Jump

Left Mouse: Actions, such as Throwing and Hitting

Contact Information

Insatiable Games

gd06brian@vfs.com

Brian Chong

(778) 883-5432

