

# Chameleon Hiding game

## *At a Glance:*

- 2 Player
- One player hides, the other player seeks
- Networked in the future, currently split screen
- Controllers preferred

## *Concept:*

Chameleon Hiding Game is a multiplayer hide-and-seek game. Players are either a chameleon who is hunting for insects or a bird who is hunting the chameleon. The chameleon player must work to blend into the environment, eating until they are full and avoid being spotted by the bird. It is a game of stealth and concentration.

## *Objective/Win State:*

Chameleon player = eat enough bugs until they are full and return to home

Bird player = catch and eat the chameleon player

## *Lose State:*

Chameleon player = eaten by the bird

Bird player = chameleon returns home safely

## *Mechanics:*

### Chameleon

- Movement
  - Slow movement
  - 4 feet and tail(?)
- Eating
  - Hunger Bar - starts empty and must be filled
  - Bugs - various bugs will fill the bar at different rates
  - Tongue - the player can control the chameleon's tongue which can stretch far and is used to eat bugs
- Blending
  - The player will be the last color that they blended when they are moving. They have to be still in order to change colors and it will take a certain amount of time to change colors. There is also a cooldown so they will have to wait a couple seconds before they can stop and change colors again.

### Bird

- Flight
  - Flap

- Glide
- Divebomb
- *For the prototype:* We can have the bird stay at a set height and fly on a set loop. The bird player would only have to control looking, with a button for diving.
- Eyesight
  - They can zoom in or have some kind of enhanced eyesight that will help them find the general location of the chameleon without giving them away. (FOV modification)
- Catch
  - The bird can claw and catch the chameleon. If the bird catches the chameleon, the chameleon is automatically eaten. This is done by dive bombing directly onto the chameleon.

### *Stretch Goals and Other Discussions*

- Two player, networked

### *Extra Information*

#### Bird

- Cuckoo Hawk <https://sciencing.com/enemies-chameleons-8249822.html>
- Pied Crow <https://budgetbirders.com/2018/08/06/madagascar-berenty-pied-crow-vs-chameleon-showdown-one-of-the-coolest-things-weve-ever-seen/>



# Ghost Hunt

## *At a Glance:*

- 2 Player
- One player must gather resources while avoiding the other player
- Networked in the future, currently split screen
- Controllers preferred

## *Concept:*

Ghost Hunt is a multiplayer hide-and-seek game. Players are either a human who is collecting pieces of a key to escape the house or a ghost who is trying to terrorize and catch the human. The human's screen is normally dark, while the ghost can see in the darkness. The human has a flashlight which can be used to see through the darkness while blinding the ghost. It is a game of cat and mouse.

## *Objective/Win State:*

Human player = Collect all of the key pieces and escape the house without getting spooked

Ghost player = Spook the player enough times to trap them forever

## *Lose State:*

Human player = get spooked enough times to get trapped forever (maybe too dark for the game we are going for?)

Ghost player = the player escapes before they get spooked

## *Mechanics:*

Human (black screen unless flashlight is on)

- Movement
  - Forward, backward, left, right
  - Walk and run (no jump?)
  - All solid objects are obstacles
- Spook Level
  - Can be "caught" a certain amount of times by the ghost before being so spooked they lose all bearing and get stuck forever
- Flashlight
  - Illuminates the area in front of the player in a cone shape
  - Runs out of batteries quickly and batteries must also be collected
    - Or we use physically active rechargeable batteries. This allows the player to recharge their flashlight by walking around. Perhaps a dedicated button

to shake the flashlight and charge it. (There is a game that does this but I don't know what the name is)

#### Ghost (white screen when flashlight is on)

- Movement
  - Forward, backward, left, right
  - Can go through certain walls and objects
- Spook
  - When they are near a player they can touch them to spook them
- Blinded (Tentative)
  - Upon getting hit with the flashlight, the Ghost's screen goes white, and they get teleported to another area of the house.

#### *Stretch Goals and Other Discussions*

- Two player, networked
- Maybe some way for the ghost to die or fade?
- Maybe if the player gets spooked the ghost can then take over their body and that is the end of that?
- Randomly generated rooms
- Multiple objectives/exits to avoid the ghost from camping certain things

# Dogfight

## *At a Glance:*

- 2 Player
- Symmetrical play
- Networked in the future, currently split screen
- Controllers required

## *Concept:*

Dogfight is a humorous multiplayer plane shooter game. Players control a small fighter plane trying to shoot down their opponent using a variety of funny missiles and bombs. It is a game of competition and laughter.

## *Objective/Win State:*

Kill all of the enemy planes.

## *Lose State:*

Lose all of your health and explode.

## *Mechanics:*

### Planes

- Movement
  - Propeller (keeps plane in the air/ needed to fly up)
  - Dive bomb
  - Speed boost
- Health
  - Health bar - every hit = damage
  - Die when health reaches 0
- Weapons (Include 3 for prototype)
  - Basic guns
  - Basic Bombs
  - Tracking guns
  - Sonic wave - temporarily disables the other plane
  - Fish bombs
  - Eggs - covers the players windshield/ screen
  - Marshmallows - can be shot to apply a cushion (maybe used on self?)
  - Potatoes
  - Chocolate - sugar rush = speeds up the plane and makes controlling difficult
  - Timed parachute bombs
  - Cloud maker - creates a cloud in the sky

- Item box pickup
  - Item boxes will be scattered around the play field, and the player must run through them to get a new weapon. Can be randomly generated or pre-set (shown with the color/icon on the box).

### *Stretch Goals and Other Discussions*

- Two player, networked