



A video game by Nathan Savant

Elevator Pitch

Wizard Soccer

A team-based soccer game where players have spells they can use to control the ball, or sacrifice for the sake of their team.

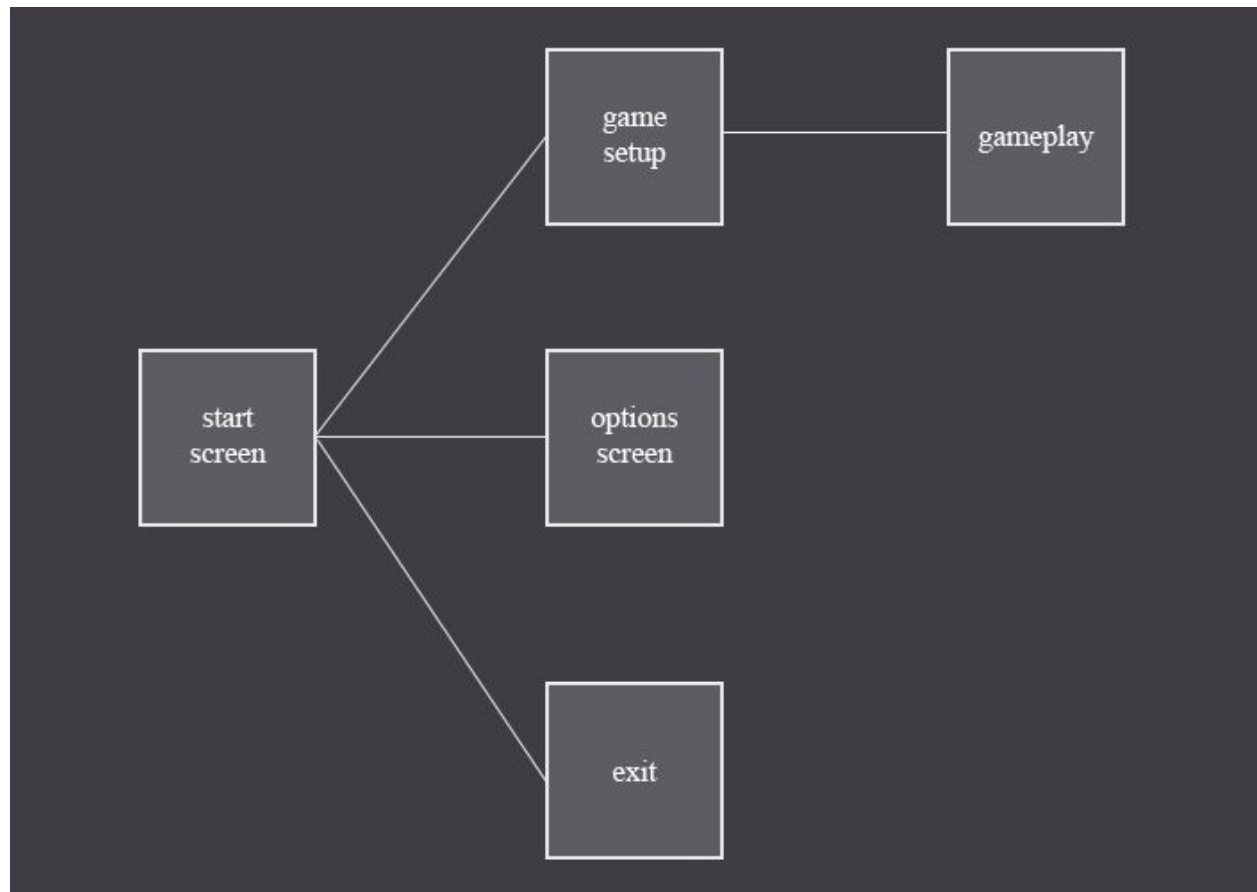
Business Brief

Lux is a team sport game about giving up power to help your teammates. The game offers multiple play modes for local (and one day online) competitive play.

Design Pillars

- Sacrifice yourself for the good of the team
- Use spells to control the ball and your opponents
- Cleverly exploit the level to gain the upper hand

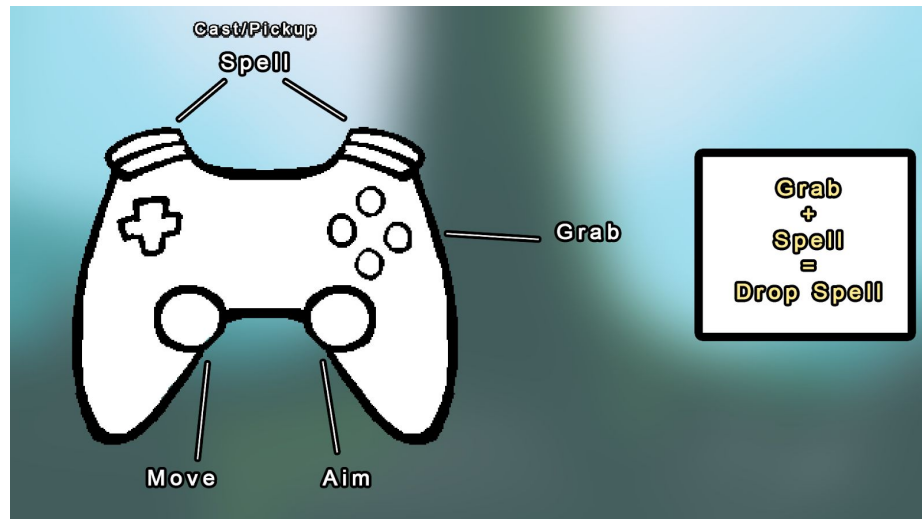
Menu



Gameplay

Game plays from a top-down perspective at a similar angle and field of view as the zelda series of games. Player controls with joystick or d-pad directional input, and has one permanent interact button, and one permanent menu button. Four additional inputs come in the form of abilities for the player. These abilities can be dropped (by pressing Interact + [ability button]) and regained (by pressing the empty ability button) throughout the game.

Control layout:



Game Rules

The goal is to get the ball past your opponents and into their goal.

Upon a goal, the ball disappears and then respawns after a chosen amount of time

A match lasts until a chosen score is reached, or a timer runs out.

Games accept variable player numbers. The game is designed with 2v2 (and 4v4 assuming online/LAN play) in mind.

*****4v4 is GREATLY preferred, so let's see what we can do*****

Players choose maps, powerup and spell distribution on that map, and game rules.

Every map has X spell slots. When you choose a level, you may also choose which spell occupies each slot, which determines where that spell will spawn on the map. If no custom spell distribution is chosen, it defaults to a standard loadout. Powerups are selected in the same way, or they will spawn at random.

Metrics/Best Practices

The entire game is based on a grid system. 1 unity unit = 1 tile.

The player character is 1 unit wide and 1 unit deep, but 2 units tall.

Projectiles are generated from 1.5 units on the Y axis, so that all projectiles will fly over obstacles that are 1 unit high, but the entity which fired the projectile cannot simply walk over that same 1 unit obstacle.

Levels should be designed as if they were 2D, meaning that tiles should not vertically overlap each other (unless specifically hidden, such as treetops). The exception to this is in areas with multiple floors, but each floor should still obey this rule. In other words, you should be able to disable visibility on an entire floor, and the level that remains visible should look complete.

Critical paths should be at least 3 units wide, allowing players to maneuver freely.

1-unit paths may be used freely anywhere other than the critical path.

Abilities should all function based on full or half metrics. A spell's range should be "3" or "3.5" but never "3.2314" or even "3.2". This will allow players to more easily understand the feel of an ability without the need for scrutiny.

Code for modularity. A fireball should be firable by any source in the game whether it's a player, an enemy, or an inanimate object. It should always be fired from the same position relative that object, and the object should be designed around this positioning constraint, not the other way around.

Each level has 2 goals and 1 ball.

The ball is always half way between each goal.

The critical path between these goals is always flat and unobstructed, but often significantly longer than alternative paths fraught with obstacles.

Powerups

Powerups are items that are found throughout the multiplayer levels that will benefit the team of the person who activates them.

“Activating” a powerup is done by tossing a spell stone into the powerup object. Once a powerup is active, its effect will take place. Some powerups will affect the team of the person who activated it, others will affect the enemy team. In all cases, the spell stone used to activate the powerup becomes locked, and the player is unable to use that ability slot for the duration of the powerup, or for a time after (about 30-45 seconds). Once the powerup has ended, the player may return to the powerup location to retrieve their spell stone, or pick up a new one from the environment.

Team Powerups:

Invulnerability - Teammates are surrounded with Shield spell for 5 seconds

Invisibility - Player becomes invisible for 5 seconds

Spell Surge - Player stamina regenerates constantly, quickly, for 5 seconds

Enemy Team Powerups:


Slow - Enemy team's movement is slowed by 25% for 7 seconds

Screen Warp - A disorienting effect is applied to the enemy team screens for 5 seconds

Spell Fatigue - enemy spells cost their full stamina bar for 7 seconds


Abilities

All abilities can be dropped by pressing Interact + the spell button. When abilities are dropped, they create a short-ranged attack that can stun enemies for a few seconds. This ability has a range of 2 squares, and the stun lasts for 1 seconds




Melee

Simple strike that knocks back anything it touches




Press: Hit an area in front of the caster

Hold: Charge up for a larger area hit




Knockback

Blast wave that knocks anything in an area away from the caster



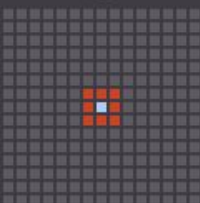
Press: Hit an area in front of the caster

Hold: Charge up to hit everything within a range of the caster



Jump

Jump into the air



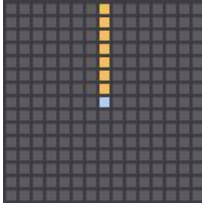
Press: Caster jumps 1 unit into the air, enough to clear a single obstacle

Hold: Charge to jump 3 units into the air, enough to jump up to the next layer of the level. Charge also causes adjacent squares to jump.



Hookshot

Shoots linear projectile that attaches to players and objects, drawing them to the caster



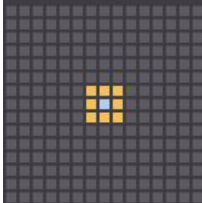
Press: Shoot projectile in direction of movement

Hold: Aim



Shield

Creates a shield, within which no spells/abilities will work
Shield cancels the effect of everything that enters it.



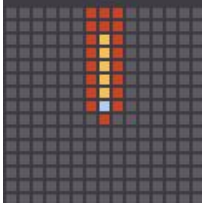
Press: Create shield bubble

Hold: Create shield bubble which degrades over time while held



Jet Boots

Propels caster forward at great speed, generating knockback around them



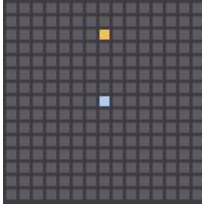
Press: Dash forward 5 squares, knocking back anything you touch

Hold: Dash forward 8 squares, knocking back anything within 1 square of the caster



Teleport

Teleports the caster through obstacles



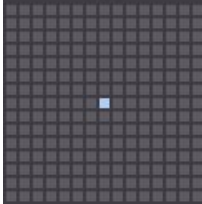
Press: Teleports caster 5 squares forward, through obstacles

Hold: Aim



Radar

Marks screen with indicators showing enemies, allies, and the ball



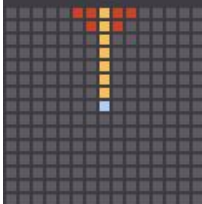
Press: Quick pulse which creates indicators for 1 second

Hold: Keeps indicators on screen until player releases the button, drains stamina



Energy Pulse

A projectile which, upon contacting a solid object, explodes
And draws towards it any object within 2 spaces.



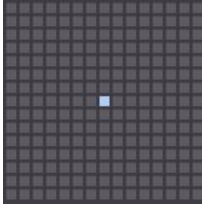
Press: Fires a linear projectile

Hold: Aim



Mist Form

Caster turns into mist. Costs stamina to move.
While immobile, caster is invisible.



Press: Turn to mist, making you immune to spell effects

Hold: Maintain effect until button released



Time Shift

Creates a field around the caster which slows down enemies/projectiles/objects



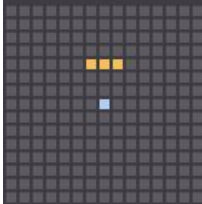
Press: Creates a field around the caster

Hold: Maintain field until button released



Wall

Creates a wall, 3 units wide 3 units tall, which lasts for 7 seconds



Press: Release button to summon wall into place

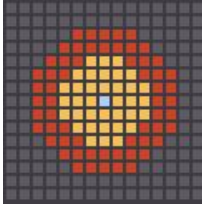
Hold: Hold wall in front of the caster like a plow, draining constant stamina



Ice

Creates a patch of ice, immobilizing anyone caught inside.

Patch remains after casting, for 7 seconds, as a slippery patch which maintains momentum.



Press: Creates a field around the caster

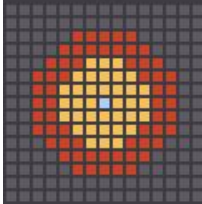
Hold: Charge to increase area of effect



Invert

Rotates players, projectiles, and objects 180 degrees.

Reverses player controls for 5 seconds.



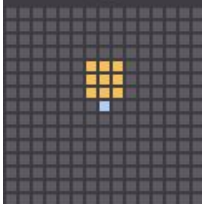
Press: Creates a field around the caster

Hold: Charge to increase area of effect



Fist of God

A giant fist crashes down from heaven, knocking down persistent effects and stunning players for 3 seconds



Press: Summons giant first in front of the caster

Hold: Target reticle for precision fistng