



Concept

Concept Overview



High Concept

Pushy Plushy is a 4 player party game with chaotic and fast paced minigames that will feature modifiers to keep things fresh

Gameplay Summary

Core Gameplay Loop

Players will go through a variety of minigames, each with their own unique objective, item and hazards to earn points by completing objectives while also sabotaging their friends to ensure their own personal victory. Players will go through a set number of games in fast succession, then be shown a leader board which will praise the winner and humiliate the loser and then go straight back into minigames. Depending on the amount of minigames implemented this may loop 2 or 3 times before the winner is declared

Player Objectives

Objectives will change based on the minigame but players will be competing against each other to complete the current objective to earn the most amount of points while ensuring the players collect the least amount of points.

Target Audience

Genre

Party game

Age Rating

All ages 7+

Platforms

Pc—with controller support



Player Relationships

The relationships and interactions between the players of Pushy Plushy is central to the game's design. Players will form temporary understandings, alliances, and rivalries, adding to their investment and engagement with the game.

Prisoner's Dilemma

The prisoner's dilemma will be central to the design of the minigames. Through the game mechanics, the players are constantly given natural opportunities to successfully work together in smaller groups, though are always teased with the possibility of betraying their friend for more points. This design philosophy encourages players to form alliances and then betray each other, creating interesting player dynamics that persist between minigames.

Ruining your Friendships

Players are not just placed in opposition, but are constantly given significant ability to actively hinder their opponents. Beyond simply oppositional, the mechanical relationship between players inside minigames is actively hostile (though all in the name of good fun at the end of the day!)

Revenge

To an extent, players are able to hinder their own progress to hinder the progress of another player. This allows players to take revenge against those that have wronged them, or target players in the lead.

Gloating, Boasting, & Humiliating

Through the use of assets, stat readouts, the leaderboard, popup messages, and assigning titles or nicknames to players, the game boasts the achievement of the winners and humiliates the losers. This encourages the players to do the same, gloating about their successes and humiliating the losers. This naturally prompts rivalries and interesting player relationships to form, which may carry over into subsequent games.

Satisfying Movement

The character movement is at the core of Pushy Plushy. It is a mechanically important feature of every minigame, and is used for the UI. It must be satisfying to use.

Simple

The movement is simple to pick up and understand. A new player can join in and easily get to grips with the controls without being taught any mechanics. The movement quickly becomes second-nature after a few minutes of play.



Momentum-Based and a Bit Floaty

The movement system is based around momentum. The player takes a small amount of time to speed up or stop, allowing for the player to travel significant distances from knockback forces.

Bumping, Pushing, & Blocking

Players are solid, and can bump, push, and block each other, giving rise to interesting movement interactions. Players can get in each other's way, push other players into hazards or away from objectives, and generally be a nuisance.

Cute & Silly

Pushy Plushy is fun and light-hearted, and this is reflected in the theming and art of the game. The environment sports vibrant colours, the character designs are appealing, and the game is often comical and doesn't take itself too seriously.

Being Silly in a Serious Setting

Placing these comical and silly characters into (age appropriate) serious or professional settings, such as the office, a nuclear reactor, or professional sports, gives rise to humour through the contrast in tone. The potentially devastating implied consequences of the player's actions in these spaces may also be comedic.

Playful Violence

Violence and death is featured prominently throughout Pushy Plushy, though never in a realistic or explicit manner. There is no blood or pain, and dead bodies disappear quickly.

Expressive Body Language, Blank Emotional Canvas

The player character's body language is cute and expressive, though the characters act as blank emotional canvases for the players to map their own emotions or perceived emotions onto.

Sadistic Contrast

The player characters are cute and adorable, but do horrible things to each other, creating a humorous contrast between their appearance and actions.

Clean & Chaotic

The gameplay experience of Pushy Plushy is intense and chaotic, but never overwhelming. There should never be confusion about the controls, objectives, or rules of a minigame, and players should be able to learn these intuitively within the first few seconds of play. Players should be given clean visual feedback.



Constantly Changing Gameplay

The gameplay should always be changing as players quickly swap between minigames and modifiers. There should be a wide variety of strategies, required skills, and objectives across each minigame.

Modifiers

The player will rarely play the same game twice, as modifiers will significantly alter the gameplay experience. Modifiers give a unique spin on existing minigames, presenting novel challenges for players to overcome.

Fast-Paced, Constantly Moving

Within each minigame, there will be little downtime to think. Players will always have something to do and will constantly be moving. Minigames will be very short, and Pushy Plushy will constantly move the player onto the next novel idea.

Clear Visual Communication

Players should always be able to make a clear picture of the visual information given to them. Particle effects, the UI, or moving objects should not obscure the game area or players from the camera, unless this is explicitly communicated as an intentional mechanic (for example: a player hiding in tall grass).

Low Skill Room

Pushy Plushy is not competitive, and while there should be room to improve, this will be a very small window. A new player should always be able to have a fun and meaningful match against a veteran, and everyone should have a shot at winning regardless of skill level.

Low Skill Floor

Pushy Plushy must be easily approachable and quick to learn. The mechanics of each minigame should be easily communicated to new players, and will not require significant skill to use.

Low Skill Ceiling

Pushy Plushy is not built on the mastery of its mechanics. Players should have some room to improve, but it should be impossible for a skill-imbalance between two players resulting in one beating the other every single time.

Negative Feedback Loops & Rubber-Banding

Pushy Plushy should include negative feedback loops, both explicit and subtle. Players in last place should be given additional help and rewards to even the scoreboard, leading to a more interesting and close game.



Goals

- ◆ Pushy Plushy should be fast and have little downtime between minigames.
- ◆ Pushy Plushy should feature a wide variety of gameplay.
- ◆ Pushy Plushy should be easy to pick up and play.
- ◆ Pushy Plushy should be funny.
- ◆ Pushy Plushy' movement should be fun to use and mess with.

User Stories

- ◆ I like how it gives little breaks and leaderboard updates throughout the game.
- ◆ I love how you can form rivalries and mess over your friends.
- ◆ I like how new players can join and still have a chance of beating other players.
- ◆ I love how the game is mean to the loser, and makes me feel special for winning.
- ◆ I like how I never feel hopeless, and I always feel like I have a chance to win.



Minigames

Coin Collectors

Designer: Liam Burns



Overview

Players need to collect as many coins, that fall from the sky as they can before the time limit expires. This can be done by running into coins on the ground. You can also make others players drop coins and get stunned by hitting them. Bombs can also fall from the sky which the player will need to watch out for that will also stun and make the players drop coins

The map will not need to be changed from the base map.

Item

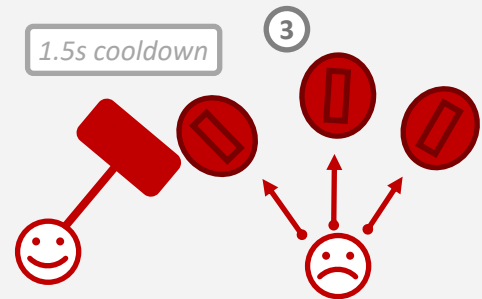
All players will be equipped with a large toy hammer which will when hitting other players, cause them to drop coins.



The player aims the hammer in whatever direction they are moving.



The player taps A to swing the hammer in front of them.



Players hit by this will lose 180 points by dropping coins in a circle around them that any player can pick up again. They will also be stunned (see stunned page 32).

Objective

The main objective of this minigame is to collect coins. This can be done via running into coins randomly falling from the sky. Bombs can also fall from the sky. Both coins and bomb cast shadows directly beneath them as they fall. The shadows for coins and bombs are distinctly different to each other. Players come equipped with a hammer which they can use to hit other players. If a player is hit by either a bomb or a hammer, they will be stunned for half a seconds and three coins will be dropped onto the floor in a circle pattern around them, where they become free to be picked up once again. Players will need to balance collecting coins with avoiding losing coins and stealing from others.

The game will last 25 seconds

Coin Collectors

Designer: Liam Burns



Scoring System

Points earned throughout the minigame are translated directly into points in the wider game.

Players will earn 60 points for each coin they collect and lose 60 points for every coin they lose. The amount of points they get when the minigame ends is determined by the amount of coins they have in their possession when the timer goes off.

Unique Modifiers

More Spawns

The amount of coins and bombs that will be spawned on the map are doubled.

Coin Bombs

Bombs that drop will drop 3 coins after detonation.

Bigger Hammers

The hit range of the hammers are increased by 1.5x

Bouncy Bullets



Overview

In bouncy bullets, players are given a gun that fires small moving bullets which bounce off walls. These projectiles will kill any player they hit! Players must try to survive as the screen gets swarmed with bullets, and earn points by eliminating their friends!

Map

160 degree angle walls

Players cannot move over walls

Players die when hit

Players can die to their own bullets

Indestructible angled walls for unpredictability

Players fire bullets in any direction

All bullets are identical

Bullets bounce off walls

Walls on the sides

Universal Modifiers



Universal Modifiers

Universal modifiers are modifiers that can be applied to any minigame (though some specific minigames may prevent them from being chosen). To the player (and possibly to the codebase?), they are no different than any other modifier.

Speed Up

The players' movement speed has been increased by 1.5x.

Inverted Controls

The player's left stick now moves them in the opposite direction it is held.

Slippery

The braking force and ground friction is reduced by 0.1x to give a slippery feeling to the ground.

Extra Time

The minigame's duration is increased by 1.5x.

Stronger Pushes

The forces applied to players on being walked/dashed into are doubled.

Stronger Dashes

The horizontal and vertical forces of the dash are doubled.



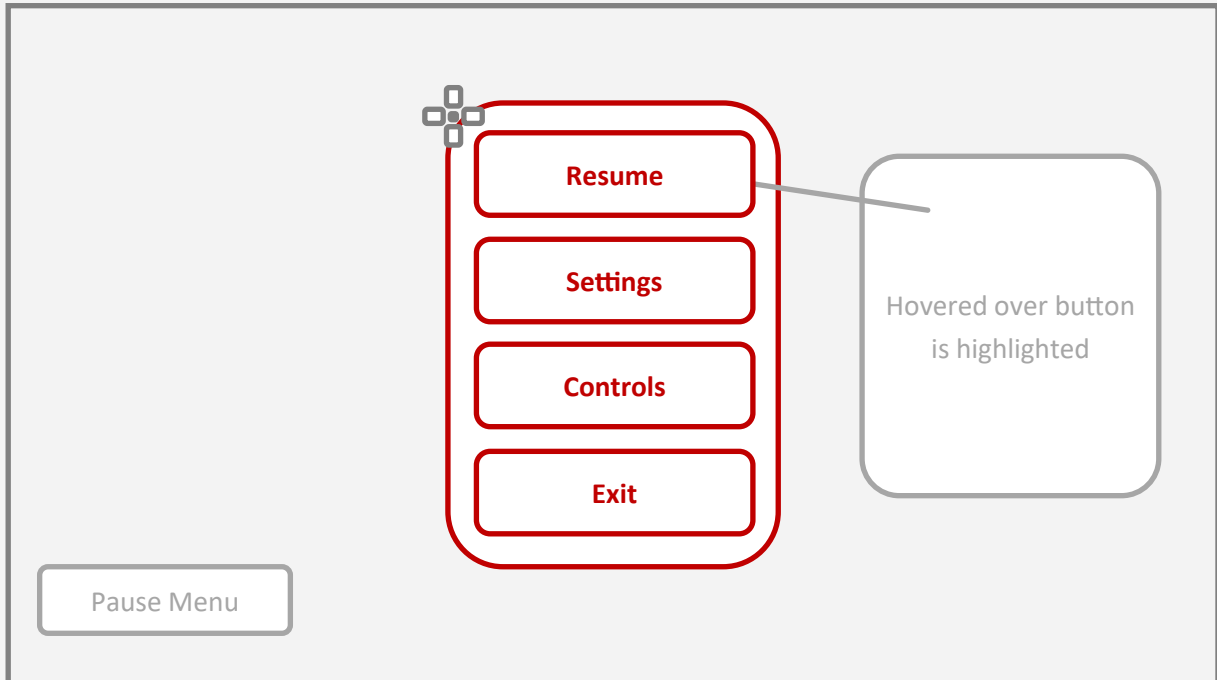
User Interface

Pause Menu



Overview

When the pause button is pressed, this menu appears, it can be navigated using the left control stick. The use item button can be pressed to progress through the menu/



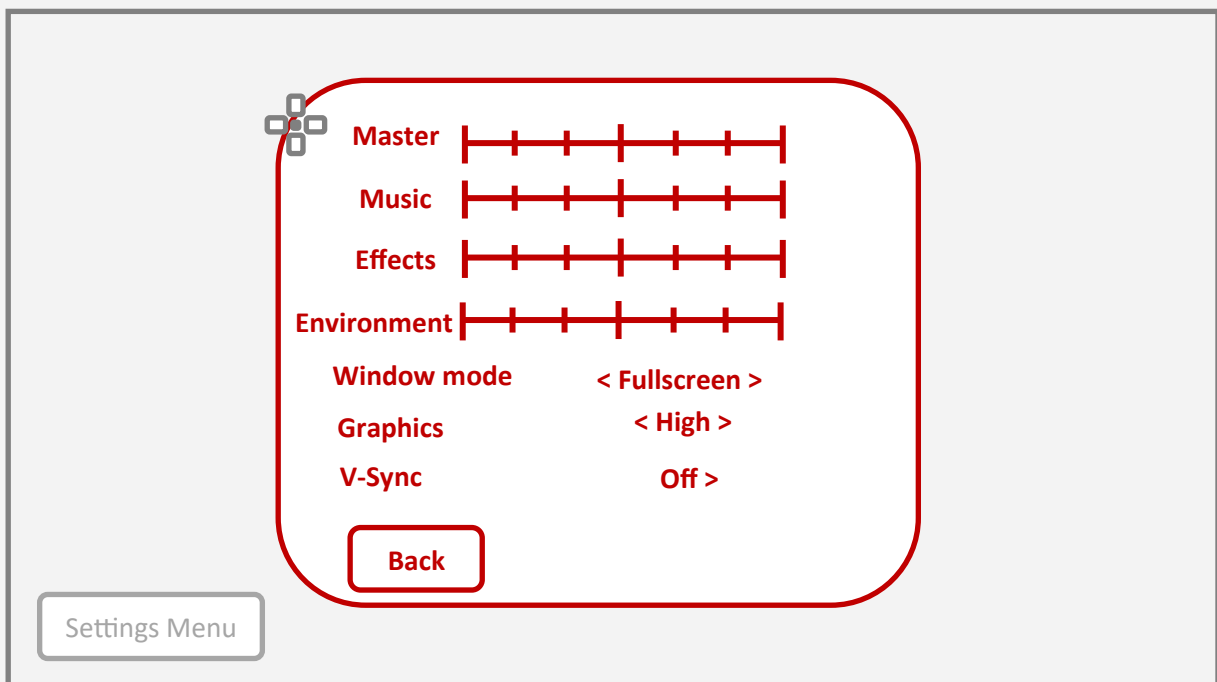
Functionality

Resume—Removes pause screen and gameplay resumes

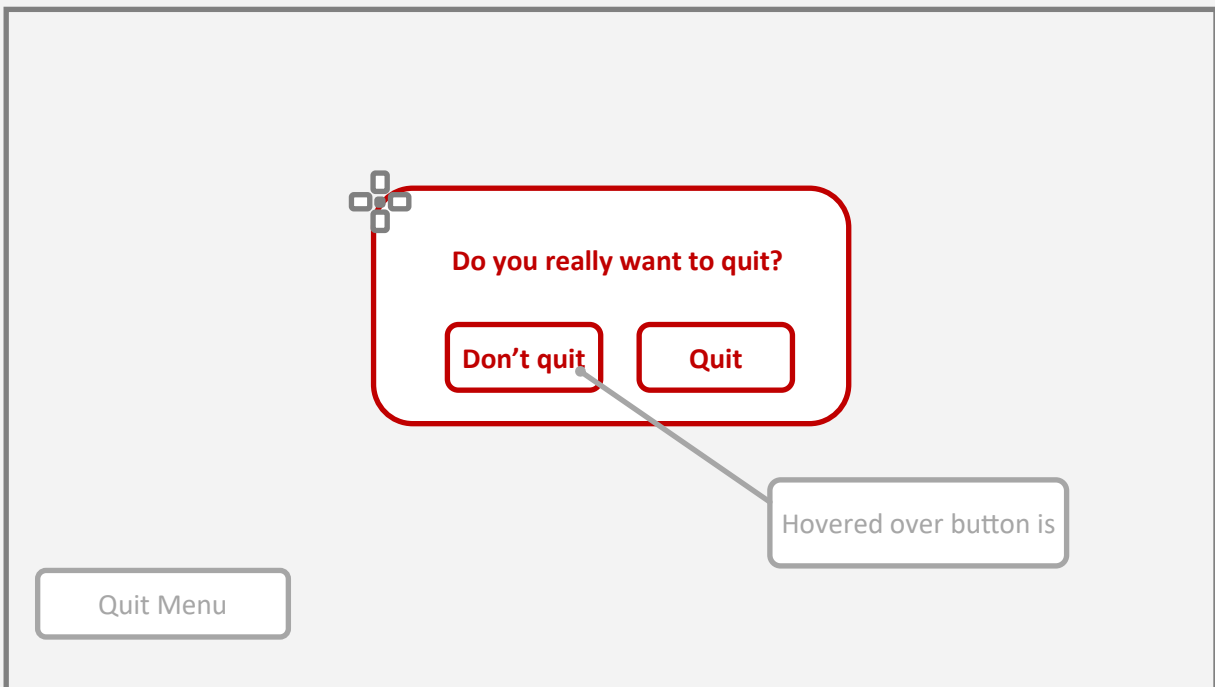
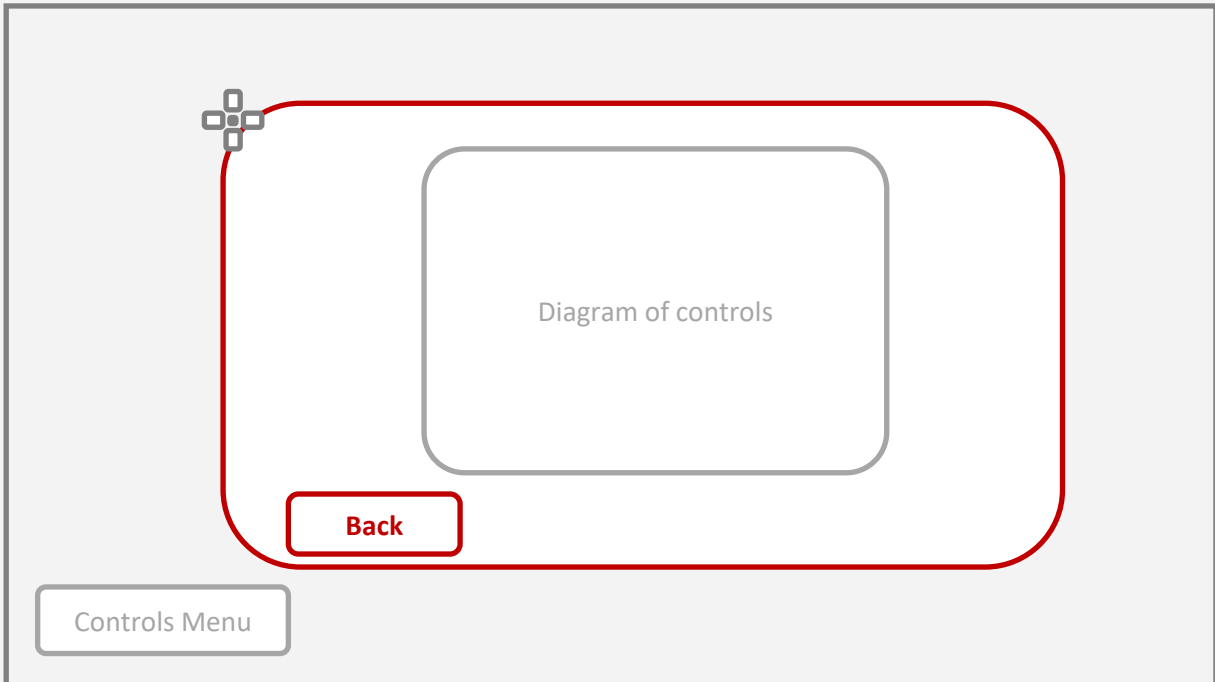
Settings—Opens settings menu

Controls—Opens a diagram of what each button does on the controller

Quit—Checks if player really wants to quit.



Pause Menu



Functionality

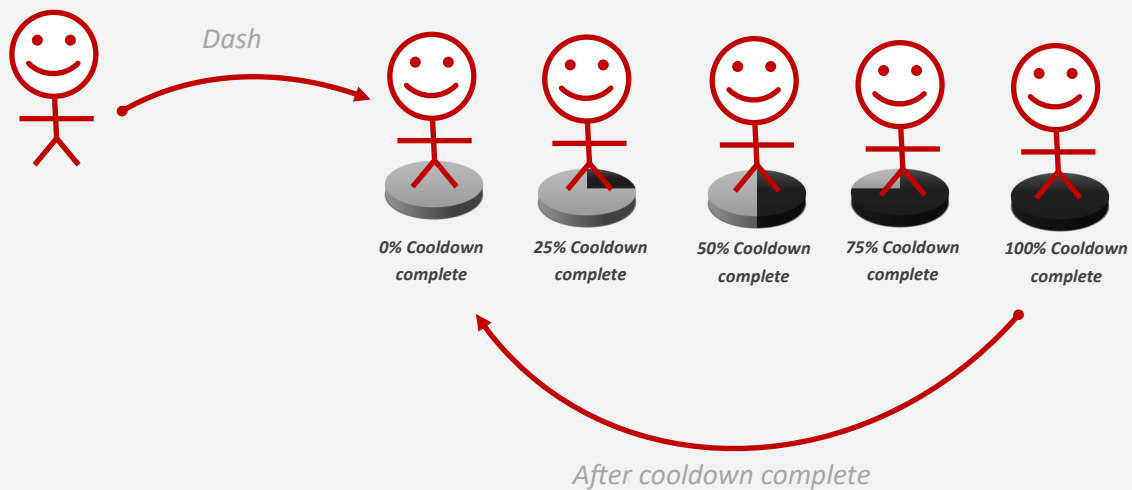
Don't quit—Returns back to pause menu

Quit—Leaves current party session and returns to main menu



Overview

When the dash is pressed, the ring around the players feet activates and circles around while the cooldown timer ticks down, when the timer is complete, the circle resets back to the beginning and the player will be able to dash again. The ring will not disappear and will be a subtle visual.



Main Menu Join Prompt



Overview

Text in the corner of the main menu map letting the players know that pushing the A button will connect them to the game. When the game starts, the prompt will go away. The prompt will go away by the entire screen wiping.

