



SATANIC BIRD CULT 2
- Online 3D Multiplayer -

Genre

Competitive 3D Arena Shooter. 2-4 players play against each other in a free-for-all-type matchup.

Idea

Satanic bird cult is a reaction and aiming focused multiplayer game where you have to smash birds on walls. The goal is to get the maximum amount of points. You can outplay your opponent by denying his kills.

Character

Cute occultists. Little wicked.

They break into churches at night to play their satanic games and worship the avian devil. You are one of these characters playing competitively against each other. They are agile little characters, able to move quickly around the map. Equipped with an infinite amount of daggers and an impulse gun, they try to murder as much birds as possible.

Setting

The cult operates in a spacious church. The ideal location for a ritual with these dimensions. Innocent birds are baited into the illuminated church, not knowing what their destiny will be. The birds fly above the cultists and can be taunted down on a lower level of the map. Satan is watching every move of the contestants and will ultimately choose the winner to join his underlings.

Topic

Satanic Bird Cult is a game where you can heavily influence other player's gameplay. Try to be an annoying opponent. You can taunt their birds your way, steal their kills, block their daggers with your own, or shoot them against a wall to make them respawn.

Evaluation

The main fun factors in this game are tactical challenges and social interaction. Being good in this game requires you to be aware of your surroundings. Think quick and act fast. With enough skill, you are able to accumulate a huge crowd of birds that follow you. You are rewarded with a score multiplier by killing multiple birds with a single shot. Ideally, into an area that you conquered with the objectives. There is potential for a huge amount of points if you are skilled enough. The competitive elements are a huge factor in this game and add depth to the gameplay.

Success

Reaction based skill game. High skill ceiling - "A game for tryhards."

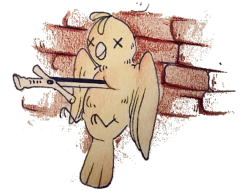
Easy to get in - "A game for everybody."

Multiplayer - "Play with your friends. Couch co-op or online."

Funny setting - "Join the bird cult."

Story

The goal of the Bird Cult is to train their members for Satan's annual ritual. At the end of each season, the best advocates are chosen for it. Satan is only satisfied, when he can feel the heat of a fight. He will only be impressed by the one who offers him the most birds. So you bring your sharpest daggers and your cute occultist cape to the Satanic Bird Cult and fight to be the chosen one.



Gameplay

Players are thrown into a baroque church, only equipped with the dagger/impulse gun. Birds are flying above the players. You can taunt them on a lower level of the map to follow you by shooting daggers at them. They can only be killed when they are shot against a wall.

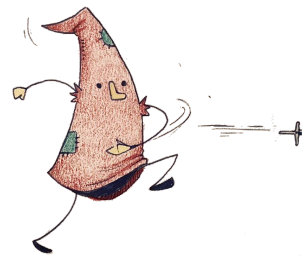
Birds themselves act as a taunt material. You can shoot your already “collected” birds into a direction, which will taunt birds in a certain radius around them. This enables you to snowball your way up to a tremendous crowd of followers.

Once you have accumulated a sufficient amount of birds that follow you, try to go for the kill. Lure them towards one of the objectives (walls) or activate the gate, and then shoot as many birds as possible against the wall/or gate with a single shot of your impulse gun. Your dash and double jump helps you to position yourself around the crowd of birds.

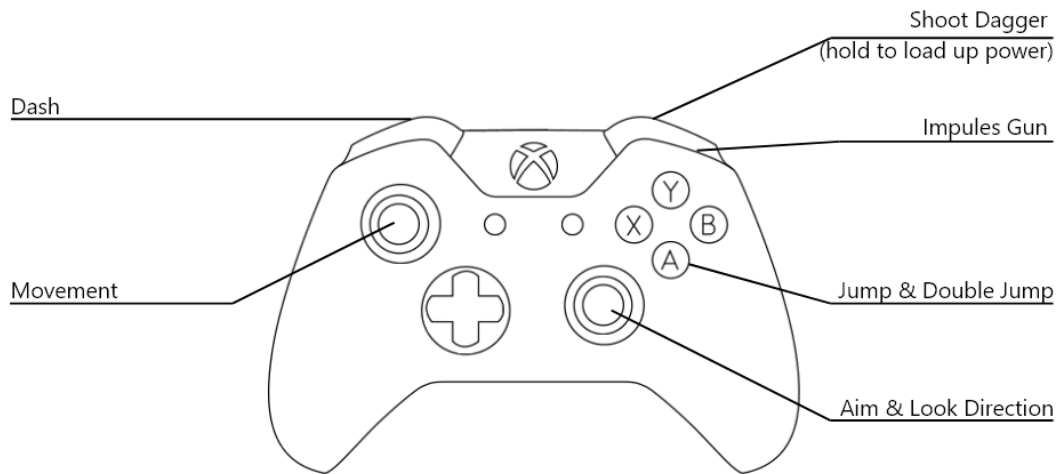
Shooting two or more birds is crucial to getting the maximum amount of points. Players are rewarded with a huge score multiplier if they manage to use their surroundings effectively and counteract the opponent’s attacks.

While “dragging” the birds towards a wall you and your crowd of birds become vulnerable for other players. So be careful.

Goal: Whoever has the most points at the end of a round wins.



Mechanics



Dagger Shooting

Players have infinite daggers that they can throw. A dagger can be shot with the upper right RT Trigger. Daggers can be shot with strong or weak force applied to them, causing the birds to be pushed further or shorter. The longer the shoot button is pressed the more power. There is a max power cap, and so a max distance cap. The focus point for aiming is in the middle of the screen.

Impulse Gun

The Impulse Gun can be activated with the upper right RB Trigger. It cannot be charged. It applies a force (air pressure) to everything in a certain radius in the shooting range. The Impulse gun can be used to shoot more birds at the same time against a wall. The impulse gun has a bigger cooldown than the dagger.

Dagger/Impulse Gun Against Player

If a dagger is hitting an opponent, the opponent gets a knockback. If the opponent is smashed against a wall, then the opponent is stunned. All taunted birds of the stunned player are

now untaunt and start roaming around again. The Impulse Gun has no effect on other players, only on birds.

Dagger/Impulse Gun Against Dagger

A dagger can be blocked with a dagger or change its direction with the impulse gun.

Dagger/Impulse Gun Against Birds

Daggers can be used to taunt birds (see Taunting Birds). The Impulse Gun cannot lure birds. The Impulse Gun is mainly used to shoot a crowd of birds against a wall.

Shooting Birds

Birds can be shot against the environment with the use of the impulse gun or daggers. The dagger can only shoot one bird at the same time, while the impulse gun is used to shoot a bigger crowd of birds at the same time. The more birds a player pins with 1 shot, the more points he gains. There are areas where shooting birds against is also more efficient in terms of points gained. If a bird is shot and is still flying, the opponent can steal the birds by hitting them last. Birds are only killed by pinning them on an environment.

Taunting Birds

If a bird gets shot with the dagger and the bird is not pinned against a wall. The bird gets angry and follows the player. When a bird gets angry, the bird roars loudly, and all nearby birds follow the angry bird. If a bird is pinned against a wall or the environment, the bird dies and the player gets points for it.

Jump & Double Jump

Players can jump by using the South Button "A". While in air the button can be pressed again to initiate a double jump. Double jumps are useful to reach higher positions to shoot from.

Dash

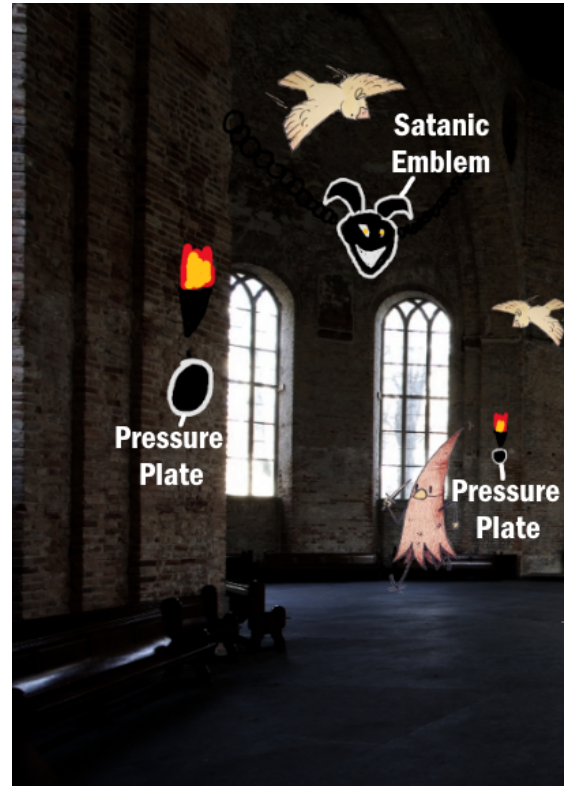
Since players can shoot each other, a dash is used to avoid shots and roaming around the map in an agile and fast way.

Map Interactions

There are different events taking place during a battle. We will start with a small event called the satanic emblem. Further events will be implemented after playtesting.

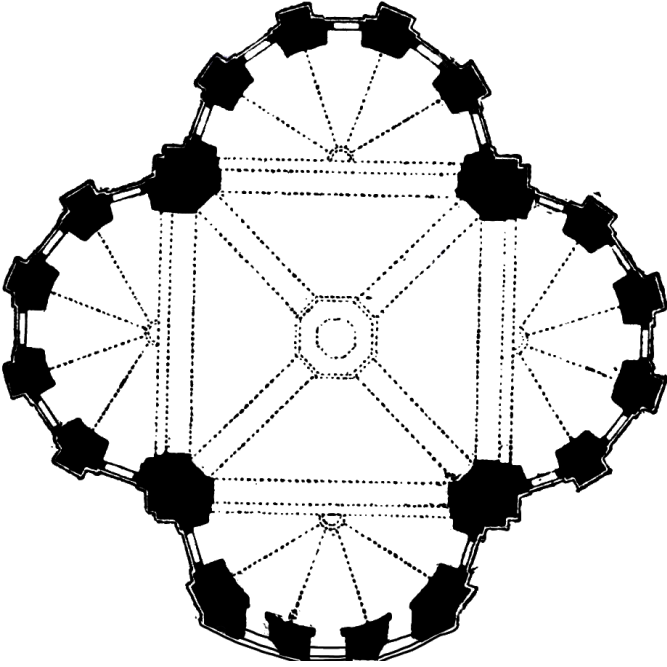
Satanic Emblem

On all 4 sides of the church will be two pressure plates on the wall. The moment when the pressure plates can be activated will be highlighted. Activating two pressure plates from the same player, will lead to the awakening of the satanic emblem in the color of the player. If birds get pinned onto the satanic emblem, the points are doubled. Tripled if the satanic emblem is in the same color as the player. If a player hits both pressure plates, and the satanic emblem is already activated, the satanic emblem switches color to the current holder of the two pressure plates. After a certain amount of time, the emblems will be deactivated automatically.



Level design

The game is taking place inside a symmetric baroque church. Lights are gloomy, the atmosphere is dark and mysterious. Birds are entering the church via openings in the roof of the main dome (middle of the map).



Game View

The game is played in a third person view. If a player is loading up the shot, the camera zooms into a kind of over shoulder view. This enables better accuracy for hitting the birds or other targets. Quick shots for taunting or staggering are accurate enough from the third person view.

Interface

The current points of all players are shown in the UI.

The current game time is shown in the UI.

If the Impulse Gun or the Dagger is up, it will be highlighted somewhere at the character or the character's weapons.

Team

Samuel Femböck - Programming

Thomas Hofer - Programming

René Kainrath - 3D-Artist (Character, Animation, Rigging)

In Need of

1 x 3D/2D Artist (Environment, Interface)

1 x Audio Artist (Foleys, Atmosphere)

Concept Art

