Happy Funtime Land

Cuddling was never an option! Discover what your plushy is really made of.

Abstract

The game project aims to be a combination of a casual jump and run game and a level editor. Players can build levels and share them online with other players. Players can traverse levels together in either offline coop mode or online multiplayer. Levels are filled not only with deadly gaps but also gruesome other contraptions, traps and obstacles. These gory ways of killing the player stand in contrast to the cute design of the playable characters as these resemble plush toys in forms of animals.

Gameplay

Gameplay of the game splits in 2 main parts. The level traversal and "actual playing" of the game and the creation of levels.

Level Traversal Gameplay

One or more players spawn in an instanced level at a set spawn point. Players can run and jump through the level. The goal of each level is to reach a set end point. Similar to other games in the Jump & Run genre, players will reach and secure checkpoints throughout the level progression. The level structure as well as placements of gaps, traps and other obstacles were defined beforehand by a level creator. Because of this, the gameplay flow and difficulty of each level is not predefined by us (the developers).

Feature Points (MVP)

- Character
  - Moving
  - Jumping
- Level
  - Obstacles
  - Traps
  - Areas to run through between Checkpoints
- Checkpoints
  - Respawn
- Start- and End-Point

Product Details
- Windows | Offline & Online Mode | Developed in Unity

Editor Gameplay

A main part of the gameplay in "Happy Funtime Land" is creating your own levels and sharing them online. This is achieved by the provided level editor. In the level editor, you can create basic level geometry like floors, platforms and walls. In the resulting geometry you can then place predefined (by us, the developers) traps and obstacles.
These traps and obstacles are called "building blocks".
Example Blocks:

- Spikes
- Flamethrowers
- Swinging Saw Blades
- Fiery Surfaces

Some building blocks will offer unique inspectors, allowing the level creator to specify details of the building block.
Example: Can set how often and for how long a flamethrower activates.

Blocks can be rotated in 90° angles.
Base geometry as well as building blocks align in a 3 dimensional grid, where each grid unit is about as big as 120% of character width.

Feature Points (MVP)

- Create Empty Level
- Base Geometry (Walls, Floors, Platforms …)
  - Create
  - Erase
- Building Block Browser
  - Place
  - Rotate
  - Erase
- Building Block Inspector
  - Modify Unique Constraints
- Triggers
  - Start
  - End
  - Checkpoints
- Serialization of levels
- Deserialization & initialization of levels

Multiplayer

Enables cooperative traversal of built levels with other people in the same instance.
Multiplayer Modes:
- ❏ Offline Multiplayer / Local Coop
- ❏ Online Multiplayer

Engaging in any online functionality of Happy Funtime Land will require the user to either sign up or use a third party account to log into our system.

Feature Points (MVP)

- Multiple player characters in one instance

Other Online Functionalities

Built levels can be stored offline. Levels can then be uploaded to a database on a dedicated server, hosted by us.
Players can access a list of uploaded levels in the actual game through a level browser UI menu which also enables sorting and searching.
To upload a level, the level creator will have to complete his / her own level first, to ensure that it can be completed by other players.
Levels store building block information, a name, special conditions, keywords and rating.
Players that play the level, can rate the level with 0 to 5 stars.
Level ratings are displayed in the ingame level browser UI menu.

Feature Points (MVP)

- Ingame Level Browser
  - Search
  - Filter
    - by name
    - by tag
    - by creator
  - Download
- Uploading Levels to the database
  - level name
  - level description
  - tags
- Rating levels

Design Direction

Graphical

The graphic realization of this project should again reflect the strong contrast between the cute characters and the bloody and brutal parkour. The design of the characters and building blocks is stylized and thought in the low poly area. The textures of the assets are kept in warm and harmonic colours.

Characters:The characters should look very cute and innocent plushies, like in the game "Animal Crossing" or the tv series "Happy Tree Friends". They will have different colors for distinction but the same rig and animations.

Environment - Background:
Vague, not detailed and monochrome.

Environment - building blocks:
The blocks or items have soft edges are equipped with different textures to represent different surfaces such as stones or meadows. They form platforms of different terrains or various murder weaponry or obstacles that can be put on the platforms.
Textures will be stylized, cartoony with roundish shapes.

The assets and animations will be created in Maya, Zbrush, Substance Painter, Substance Designer and Photoshop.

Music

All music will be recorded and created inside FL Studio. As of now, it is planned to implement three tracks, which will heavily focus on the Metal genre. As for subgenres, features of mainly Power Metal and Metalcore have been agreed upon, though these aspects will be handled quite liberally to make for a unique sound. Influences from within electronic music have been considered as well.

Sound Design

Sound Design and all the assets (e.g. Sounds of Character, Ambience, Actions) will be created in Cubase. Subsequently every event will be created in Fmod, where also the Soundbanks will be made. The Soundbanks for every event then can easily implemented into Unity.
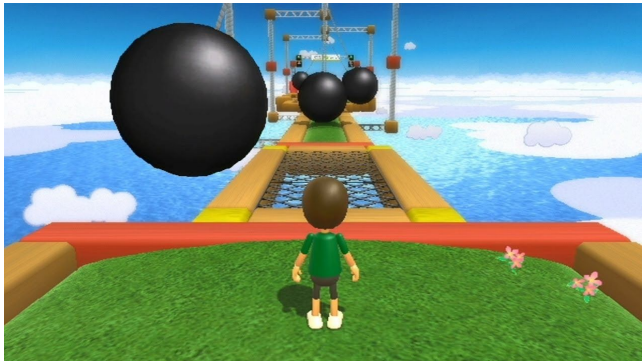
Moodboard
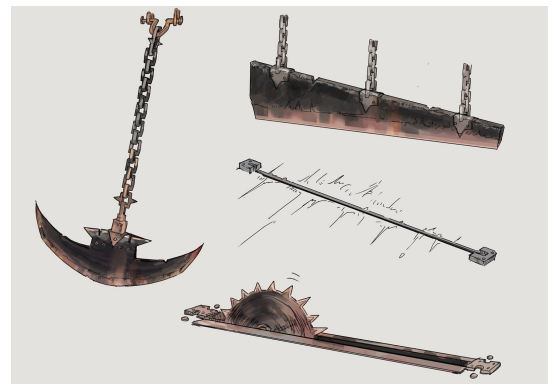
Reference & Concept Board <small>(Screenshots von anderen Spielen, die beschreiben, wie unser Spiel aussehen kann. Nicht bezogen auf Art Style, sondern auf Perspektive usw.)</small>

Team

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