

Game Type Design Task

You are working on a hypothetical FPS game. The game is set plus or minus 30 years from today.

Requirements:

- Design a competitive FPS game type including 2-4 teams.
- Discuss any special needs the game type may have (unique killstreaks, flags, bombs, equipment, etc...)

Deliverables:

- A one-two page overview of the game type
- A top down or isometric map that communicates the idea.
- A description of any special loadouts, perks, weapons, killstreaks, flags, bombs, etc... that would be used in the game type

Please see the next page for more info.

Game Mode: Junkyard Dogs

Minimum Players: 4 (2 teams, 2 per team)

Maximum Players: 12 (4 teams, 3 per team)

Overview:

Using parts scattered around a junkyard, players on the same team will need to work together to construct and fire a high-powered coil gun. Only kills from the coil gun will be counted towards a team's score. The team with the most kills at the end of the time or kill cap will be declared the winning team.

About Coil Guns:

A coil gun is a gun whose projectile is flung not by gunpowder or explosives, but by a magnetic force.

Team Roles (Classes):

Even though each role is named after a dog type, the characters are still human. Think of them as codenames.

Bloodhound (Scavenger/"Junker"): The bloodhound has a slightly higher chance of recovering useful items. A bloodhound is able to move quicker than any other role.

Collie (Engineer/Builder, **REQUIRED):** A collie is the only team member who can combine items together to make the coil gun. The collie is also the only one able to see a detailed status of the coil gun. (health, cooling, etc.) They will normally monitor the coil gun and direct team members.

Rottweiler (Gunner/"Shotti"): The rottweiler is meant to be the last line of defense against the opposing team(s) by protecting the coil gun from destruction. A rottweiler has more health than the other roles.

Choosing & Switching Roles:

A team can have multiples of the same role if desired. A player can switch between the roles at any time during gameplay, but doing so will cause them to respawn and lose anything they are currently carrying. Items carried will disappear and will not be able to be picked up by any player on any team.

Loadouts:

No matter their role, each player will start out with a knife and a shotgun. The player is able to find extra ammo for their shotgun in the various piles of junk around the map.

Coil Gun Placement:

Depending on where a team decides to place a coil gun, they will gain certain advantages and disadvantages.

Placement	Advantages	Disadvantages
On top of junk pile	Larger attack area Able to aim vertically	Possibly unstable surface Highly visible
On ground	Possibly bigger damage Stable surface	Less visibility In line-of-sight of enemy weapons

Projectile Magnetism:

If a team were to build a coil gun on the ground and fire a projectile, the projectile will attract objects from other junk piles due to the projectile's new-found magnetism. This will deal a bigger, more damaging payload.

Firing Projectiles:

When a projectile lands or hits something, the projectile is reusable but the key elements a projectile is made out of (1 x Metal and 1 x Steel) are separated and scattered near the place the projectile hit.

Item & Equipment Descriptions:

Knife: Given to a player during spawning. Allows for silent/stealth kills if done from behind.

Shotgun: Given to a player during spawning. Allows for burst shots, but runs out of ammo quickly.

Shotgun Ammo: Ammo found in a junk pile. Used to replenish shotgun ammo.

Junk Pile: A junk pile is used for cover and also contains random parts for a team to collect. It also contains some magnetic parts. A junk pile can get smaller over time.

Box: If a box is found, this can be used to store and hand off items to other teammates. Other teams can ransack your box as well so it must be protected. A box has a capacity of twenty parts.

Broken Pistol: If a teammate finds two broken pistols and hands them to an engineer, a pistol can be formed.

Pistol: The pistol has a higher rate of fire than the shotgun, but does less damage. It can only be created if two broken pistols are found and given to an engineer to combine.

Metal Pipe: The metal pipe is used for the coil gun.

Magnets: The magnets are used for the coil gun itself and a coil gun projectile.

Coil: The coils are used for the coil gun.

Steel: The steel is used for the projectile in the coil gun.

Coil Gun: The main weapon that each team is trying to build. If it takes enough damage, it can be destroyed. A coil gun is not owned by any one team so it can be taken over and used against the original owners. Once built, a coil gun cannot be moved.

Bucket: A bucket is found in a pile of junk and is used to collect water used to cool a coil gun. Buckets can also be attracted by magnets.

Water: Water is used to cool a coil gun quicker to allow for a faster rate of fire. A full bucket of water is used to cool a coil gun.

Bathtub: The bathtub is an item that can be attracted via a magnetized projectile to increase the damage of the projectile.

Kitchen Sink: The kitchen sink is an item that can be attracted via a magnetized projectile to increase the damage of the projectile.

Car Engine: The car engine is an item that can be attracted via a magnetized projectile to increase the damage of the projectile.

Radiator: The radiator is an item that can be attracted via a magnetized projectile to increase the damage of the projectile.

Refrigerator: The refrigerator is an item that can be attracted via a magnetized projectile to increase the damage of the projectile.

Other, non-useful items: Some other items that are used to fill in a junk pile which are not useful could be toilet paper rolls, used tissues, soup cans, etc.

Construction Recipes:

Coil Gun: 3 x Magnets, 3 x Coils, 1 x Metal Pipe

Coil Gun Projectile: 1 x Metal, 1 x Steel

Pistol: 2 x Broken Pistols

Possible Achievements or Trophies:

Say Hello To...: Take out 100 people with your shotgun.

Silent Bite: Take out 25 people with your knife from behind.

It's Alive!: Construct a coil gun.

Packin' Heat: Create 30 pistols.

Squeaky Clean: Get killed by a bathtub.

Familiar Sight: Get killed by a kitchen sink.

Start Me Up: Get killed by a car engine.

Is It Hot In Here?: Get killed by a radiator.

Is It Cold In Here?: Get killed by a refrigerator.

Savin' For A Rainy Day: Construct 25 coil gun projectiles in a single match.

What's Mine Is Yours...: Steal from another team's box.

Dousing the Coach: Collect 20 full buckets of water and use them all in a single match.

Magnetic Personality: Get 2 items to be attracted to your coil gun projectile.

Other Possibilities:

- More magnets can be added to increase the amount of objects attracted to the projectile.
- Other objects can be added to help aim or increase the functionality of the coil gun.
- A magnetic crane could be added to allow players to move their coil gun.

Example Level:

