Gelatoss

Overview:

Gelatoss (initially pitched as "Super Slime Curling Circuit") is a unique and loose twist on curling where you compete on a rink that is beset by a cast of colorful and mischievous slimes. Choose from a cast of characters to batter the slimes down the rink to see who reigns supreme in the slimiest competition you've ever seen.

Key Features:

1. Slime is Spreading everywhere! There are sweepers attempting to contain the slime in the rink, and trails left behind will slow you down on your attempt to score big.
2. Slime is splitting everywhere. You're a large slime, so you are worth a lot of points. If another slime rams into you, you split in slize and your multiplier decreases, but you split into two!
3. Score more points with coordinated splits, or break up your opponents high score by breaking them apart!
4. Choose between a cast of colorful slimes that may have special abilities to affect the field. Play against your friends in a highly competitive sport.

Art Style:

If it ain't CUTE, it ain't ~~SSCC~~ Gelatoss.

Target:

Couch Competitive, pass-the-controller gameplay. A perfect party game for a rotation of gamer and non-gamer friends.

Inspiration:

- The Sport of Curling
  - Like its namesake suggests, SSCC is based on the competitive sport of curling.
- Minigolf
  - Minigolf has taken the sport of golf twisted it on its head, made it silly and in doing so spawned a whole subgenre with nuance and strategy.
- Rocket League
  - What if Soccer but with cars.

○ What if curling but with slimes.

MVP

Main Menu

- Pickup Game
  - Number of players (locked at 2 for MVP, 3+ a NTH)
  - Number of Rounds (locked at 1 for MVP, 2+ a NTH)
  - Player rosters. Players should select a set number of slimes from a palette to fill their roster. (Slime selections locked at "Stock Slime" for MVP, other slimes with unique abilities are NTH.)
  - Once selections are locked, proceed to Stage Select (Entirely NTH, could skip).
  - Proceed to Match.

Match

- Players alternate throwing their chosen Slimes down a lane towards a central scoring zone.
- Rings radiate out from a central point, with each area scoring less the further from the center it is.
  - As it is thrown, a Slime should leave behind a trail.
    - NTH: Slimes can impart a trait into their trail so future Slimes can be affected by these trails when they are thrown.
  - Each slime has an inherent score multiplier. It multiplies by the zone it rests in at any given time, and modifies the score of the player who threw it by that amount.
  - Whenever a slime is impacted, it splits in half. Each of these new slimes are now worth half of their original slime's multiplier.
    - Slimes cannot divide past 1.
- The round concludes once each player has thrown all their slimes, with the winner being the player with the highest score.
- After a game concludes, players are given three options:
  - Rematch (with all current parameters)
  - Return to Rosters (select new slimes, then Rematch)
  - Return to Main Menu

MVP (Part 2)

Audio

- 3 section soundtrack, intro, loopable middle, and an outro
- slime smacked sfx variations
- a loopable slime sliding across surface sfx
- loopable slime sliding across a slimy surface sfx
- Curling rink ambient noises?
- Slime spatter sfx
- slime creature noises (cheering, woozy, cute personality noises)
- game state sounds; things to indicate the next round has begun, or how well you scored on that round

Art

- Ice curling rink stage background
- Some kind of slime trail texture to draw. Should be able to tile to make long seamless (curved?) trails
- Slimes! A master spritesheet with:
  - Idle animation (waiting to be hit, still, etc)
  - Hit animation
  - Sliding/Spinning animation
  - Dizzy animation
  - Cheering animation
- Master hand ui element to pick up, place, and launch slimes with
- Some UI elements; not sure what that would look like yet

Gameplay

- Start game with your cast of slimes
- Slimes spawn in your region. Can pick up and place slimes on the starting line to set it for launch
- Move mouse up and down to determine where on the y axis you're going to fire from
- maybe a ui line to show the calculated path while powering up
- Pull back and drag to power up your throw
- On release, slime slides down the calculated path. The camera will shift from over-the-shoulder to focus on the thrown slime until the thrown slime comes to a complete stop.
- Wherever they land the slimes multiplier is multiplied by the areas score and added to the players full score
- other player goes and the process repeats until both sides are out of slimes

- Sliding in a slime trail will slow you down(?) or otherwise affect your speed differently from the ice
- slimes can hit other slimes, friend or foe can hit slime and 'split' it. Momentum transfers and can send the slimes elsewhere
- Final score is calculated based on the final positions of each players slimes

Mechanics and Aesthetic

thrown

idle

selected/Grabbed?

"Field"
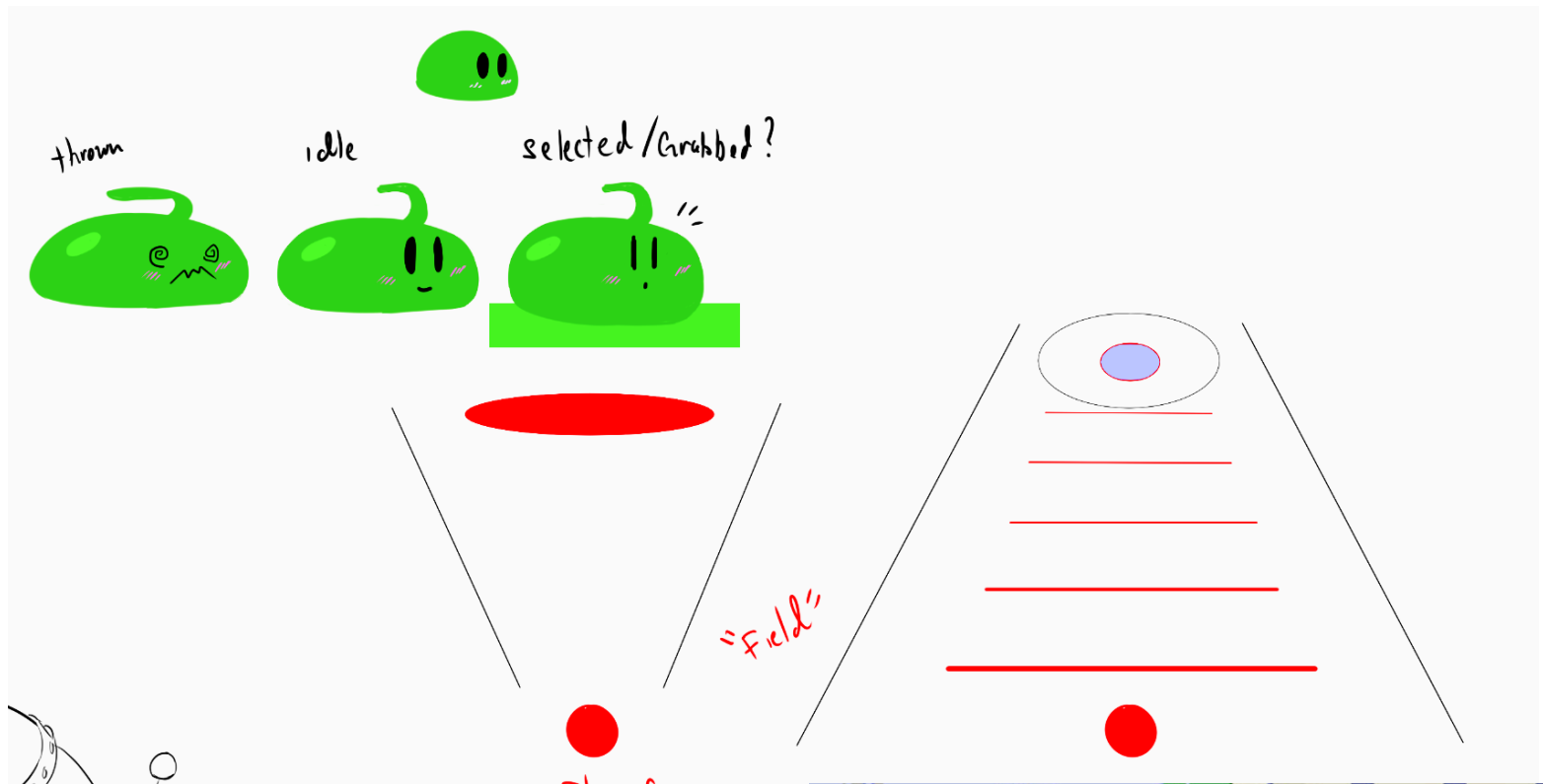
SSCC should play from an isometric perspective like Marble Madness or Kirby's Dream Course. Utilizing Mode 7-esque perspective for an almost 2.5D effect.