

Kiwi Game Starter Application for



GRABITY ROBOT TEST BATTLES

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A Game By



Introduction

Gravity is a fast paced arena physics brawler with gravity guns.

As a Test Robot you must battle your fellow test subjects with Gravity Guns in an intense squabble over everything grabbable in local party matches or competitive online multiplayer.

You may use grabbed objects as ammunition or to shield yourself from incoming Projectiles.

Grabbable objects range from simple crates and explosive barrels to more powerful objects such as security drones that can shoot lasers or chainsaws to decimate your opponents.

Each Battle Arena will have one or more unique selling points that takes advantage of Unity's physics system to spice things up, eg. air vents that propel the player into the air or wobbly platforms.

To be the most indisposable test subject means mastering and combining both mobility and aiming mechanics. <https://twitter.com/TeamNinjaThumbs/status/757151215624949761>

Selling Points

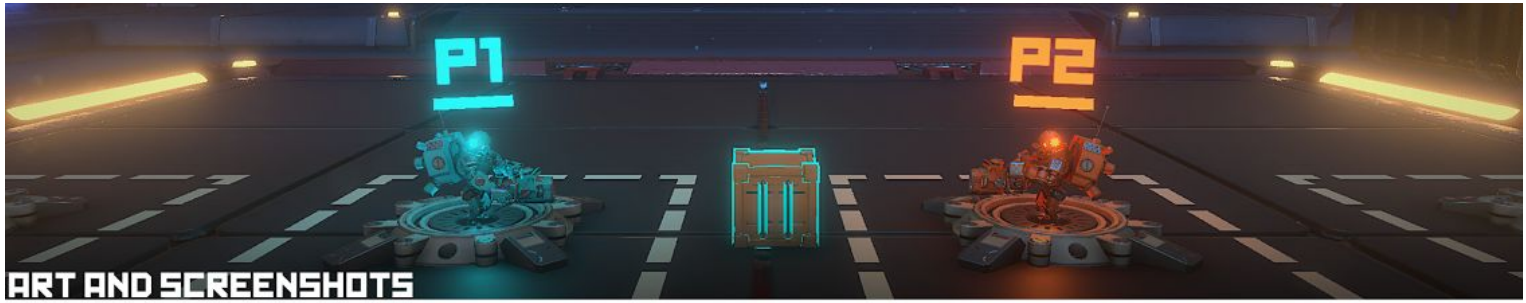
Gravity is the result of the games that we love to play and as such takes inspiration from a variety of games such as Smash Brothers, Half Life , Rocket League, Super Meat Boy and combines these into something new and interesting.

- Using physics to create interactive levels that prevent the game from becoming too repetitive
- Easy to learn hard to master with a simple premise and tight controls
- Offers both local and online multiplayer
- Shared ammunition - hectic fights over set pieces to be used as ammunition
- Power Ups to grant temporary advantages, shield, damage,mobility boosters
- Short intense matches for casual and hardcore players
- Physics system creates insane, funny and over the top battles
- New skins and accessories to unlock

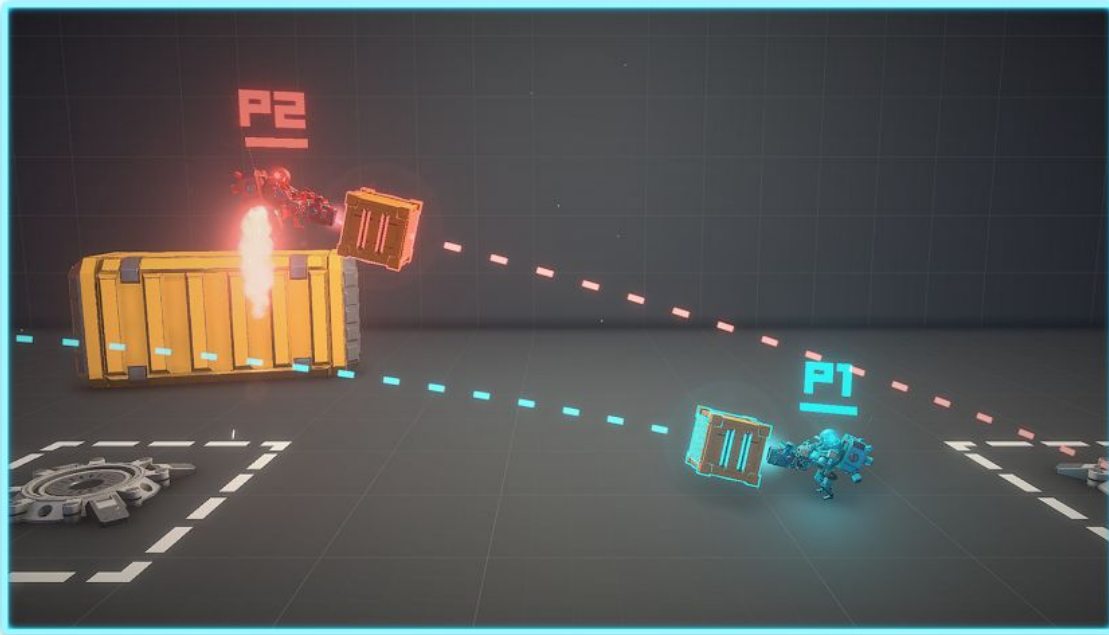
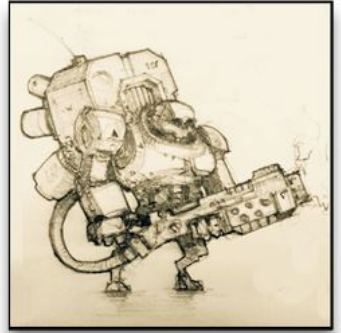
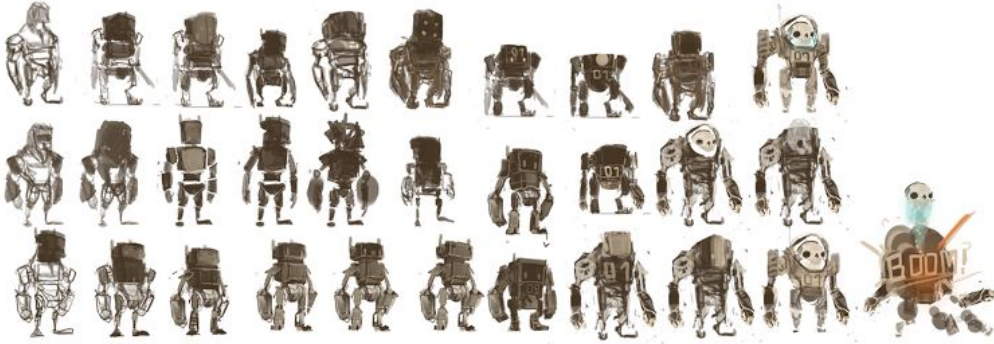
Key Content And Game Assets

(Not Implemented) [Goal]

- Core Gameplay mechanics established
- Player Model; A1mBT (ver1) using Final IK for aiming and shooting [Goal of 3 Skins]
- Gravity Gun Model; Plain and Gold
- Interactive set pieces; Crates, Containers, Barrels, (Drones, Grenades, Chainsaw)
- Arenas; Training Stage, Air vents (WIP) [Goal of 8]
- Accessories, Helmet [Goal of 20 Wearables]
- Sound FX ; Grabbing, Shooting, Jetpack, Explosions, Walking, Running, Ambient
- PickUps; Health, [Damage Boost, Shield]
- Modes; DeathMatch [Capture the Flag, Basketball, King of the Hill]
- Interactables; Wobbly Platforms, Air Vents, Conveyor Belts, Magnets, Crushers



ART AND SCREENSHOTS



Target Audience

Genre: Action, Indie, Casual

Tags: Platformer, Indie, Action, Physics, Sci-fi, Multiplayer, 2.5D, Sidescroller.

Casual and Hardcore Gamers;

Grabity's simple premise, intuitive controls and short matches make the game easily accessible to casual gamers, however the game's competitive nature and high skill ceiling allows for more hardcore gamers to invest more time in online multiplayer matches.

- Western male players given the aesthetic of the game
- Age group 15-30

Case Study Rocket League;

A competitive, physics based Arena game with easily accessible controls and a simple premise. Psyonix talks about their experiences in developing the game and we found our experience to be quite similar as "People who got it LOVED it." We want to be able to build a similar cult following and will take the lessons on board that the developers had to learn the hard way through Rocket League's predecessor "Super Sonic Acrobatic Rocket Powered Battle Cars" released in 2008.

<https://www.youtube.com/watch?v=Ut1Bl5Cby2c>

Game Distribution and Promotion

Marketing	Details
Gameplay Teasers	Showing of new game modes and power ups.
Kickstarter Campaign	To raise additional funds for full time development
Steam Early Access	To build an initial fan base that will help to shape and promote the game through development
Social Media	Twitter, Facebook, Reddit
Website	To use as an information hub and monthly devlogs
Polished Game Trailer	A higher quality Trailer that summarizes the game
Youtube	Free keys to youtubers who play multiplayer games
Expos	We want to promote the game at PAX Melbourne and Armageddon 2017. We will also continue to show the game monthly at NZGDA

@Team Ninja Thumbs

Basically we do game jams! [@momoschli](#) (Art), [@stevesalmond](#) (Code, sound).

Steve Salmond(Developer)

Veteran programmer with a vast knowledge about game-feel through over 10 years of experience working for outsmart and doing a ton of game jams filling many roles from Game design,coding front end, backend, UI design, Sound Design and even concept art.

Moritz Schlitter(Artist)

Allround artist with over 5 years experience. Tasks involve Concepting, Modeling, Texturing,Rigging and Animating, also doubling in some Print Design such as the logo for Gravity.

Resources

We started development on Gravity in March 2016 after work hours to produce the build presented. We hope to use the funding to go full time for a while and use the all the marketing and business advice to fill the gap in our Skillset to run a successful kickstarter campaign.

Winning the Kiwi Game Starter would mean for us:

- A shared office space that allows us to work more efficiently than using skype
- Funding to go full time for 3 month to produce more content for the game
- Producing quality audio assets to improve game feel
- Business advice to set up a company that will makes us look more professional when launching our kickstarter campaign

Next Milestones.

Our next milestones will be focusing on adding content to diversify the existing experience as well as growing our following on social media such tasks will include;

- Launching our website, facebook
- Additional Stages (6-8)
- Additional Characters (2)
- A Training stage to improve your skills in Trials or against Ai (eg. drones swarming the player)
- Additional Weaponry and Power Ups
- Producing a marketing trailer and images for our Kickstarter campaign