Party Shooter

The Road to Alpha Release

The current goal is to have a feature complete game on August 1st. This gives ample time for hotfixes before I start band camp on August 10th.

Content Goals

Major content goals:

- ☐ 10 Weapons
- ☑ ~~3 playable maps~~
- ☐ Network disconnection handing, intermittent connection
- ☐ 5 game modes

Minor feature goals:

- ☐ Weapon animations
- ☐ Sound effects

Stretch goals:

- ☐ More customization options
- ☐ Theme for the game
- ☐ 15 weapons total
- ☐ Additional playable map
- ☐ Additional gamemode
- ☐ Music
- ☐ Better spectator mode (i also need to refactor it so badly)

Content Ideas

Current Weapon ideas:

1. Playing card
2. Goop Fish
3. Meteor Staff
4. Watermelon
5. Shark slapper

6. Exploding Pies
7. Arcane Bow
8. Treasure Chest
9. *Self slingshot (YOU are the projectile)*
10. *Bouncing Weapon*
11. *Black hole gun*
12. *Chattering teeth weapon*
13. *Wall hack weapon*
14. *Corner play weapon*
15. *Melee weapon that turns you invisible before you strike*
16. *Return of the pizza*

Map ideas: (Map1 is not a final map)

1. Ravine (multilevel)
1. Cave system map (lots of corner play)
2. Archipelago (wide open map)

Gamemode Ideas:

1. Deathmatch
2. Random deathmatch
3. Gun game
4. King of the hill
5. Team deathmatch
6. Single weapon only mode
7. SHARK TAG
8. Murder mystery?

Other Ideas:

- Players can disconnect and connect freely
- Deathmatch weapon select rework (make it look nicer?)

Roadmap

All dev builds are assumed to have balance changes and bug fixes

Dev Build 3 - Week of May 28th

Dev Build 3 aims to make the game stable and playable
Player movement rework, projectile rework, shotgun, new map, sensitivity slider, custom kill messages

Dev Build 4 - Week of June 18th

Dev Build 4 aims to significantly increase the content of the game
4 new weapons, two new maps

Dev Build 5 - Week of July 2nd

Dev build 5 focuses less on content and more on fixing some more advanced and critical parts of the game
Lots of weapon fixes and new features, team deathmatch, network disconnections/reconnections

Dev Build 6 - Week of July 16th

Dev build 6 will add new ways to play the game
2 new weapons? New gamemodes

Final Dev Build - Week of July 30th

Polishing

Other Thoughts

Number of guns?
While 10 guns will provide enough variance and is much more achievable, it may be interesting to have around 15-20 weapons. This really distincts random deathmatch from gun game. Now random DM gives everyone different weapons and makes gun game stand out as a longer gamemode with everyone having the same track of weapons. This could also be achieved by having random DM have a lower goal than 10 kills if there are 10 weapons, but 10 kills seems to be a good number at the moment.

Customization options

- Kills needed to win
- Player speed / jump height
- Number of jumps
- Weapon recharge rate
- Respawn time
- Gravity
- Player size?? (it would be kinda funny)