



Hyper casual Game Document

Capture the Flag

17.10.2022

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Narrative

Teams battling each other to capture the flag and reaching the goal. The first team to make all of its players reach the flag wins. The players have to coordinate with each other to come up with a strategy so that no man is left behind. Players can multiply their tiles and duplicate according to their strategies so that they can reach the goal faster than the opponents.

Game Concept

So dupl.io is basically taking down people and reaching a score of 425 to win the game, So my improvements to this to make it a collaborative game is that we introduce the concept of capture the flag. Where the teammates have to communicate and come up with ideas to capture the flag the fastest which will be placed equidistant from all the teams, the catch is that all the teammates should merge before reaching the flag. While some players can stall the other teams by building around it but at their own risk. There will be powerups on random tiles while the players have to duplicate to reach. One team cannot see where the other team's progression is. As this would make it easy to intercept [Experimental]. If one player without his teammate reaches the flag, the entire team gets disqualified

Overview

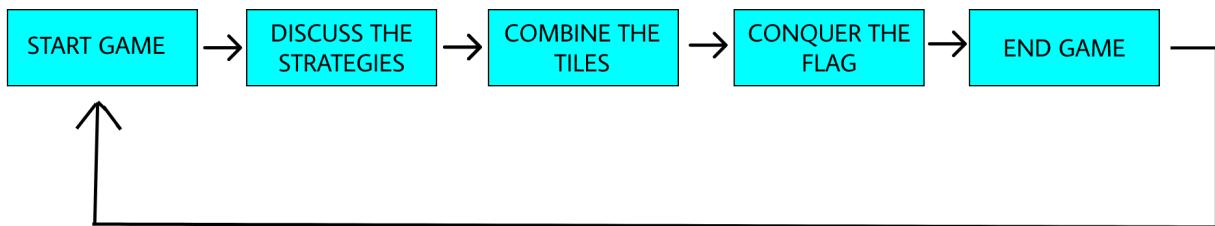
Genre - Arcade/Puzzle

Team - 2-4 players max per team, there can be a max of 6 teams. Depending on the type of board or level design.

Look and feel - 2D

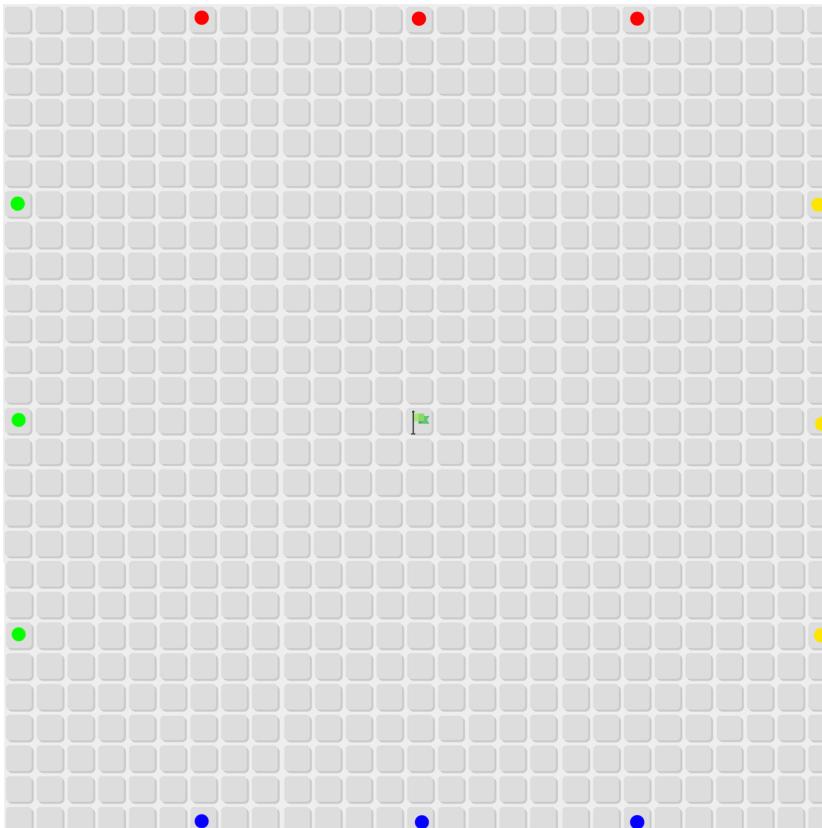
Controls - Mouse Click to duplicate

Game loop



Game Mechanics

Most of the game mechanics are very similar to dupl.io, the duplicating and multiplying can be kept the same but now instead of 4 the tile splits when it reaches 6 because more players will be acting on the same tile. Each team will be given a color so color change won't be a part of the game.



Mock level

four teams start - red, blue, green and yellow.



Power Ups



Time Stop - Stops every other team for 3 seconds



Sneak Peak - the team will be able to see the other teams for 2 seconds

Environment

As this game requires a lot of concentration, logical reasoning and quick reactions, it's good to keep the environment as simple as possible. So that the kids aren't distracted by anything else.

Educational Values Learned

Collaboration - Kids will have to play in a way where everyone of them has to finish the level to win, So for that they will have to collaborate, without that even if a single person is left out the entire team loses

Communication - Without communication this game cannot be played, each and every player has to link himself with the main structure before reaching the flag. So for that he/she has to speak up so that their team doesn't get left behind

Innovation - The players have to come up with innovative and fast ways to reach the flag, before any other team does. Each team has to come up with a different idea because none of the teams can see the other team's structure