

Paperbatics – No HP Constraint

Paperbatics is 2D touch-based puzzle game that challenges the player to get their paper airplane from their house to another abode across or down the street in the most stylish way possible. The player must avoid obstacles and use the wind, timing, and strategy to their advantage in order to reach their goal. It's a colorful gravity-defying game for people to play when they are bored using their tablet device.



Setting

The game starts off from an average American neighborhood two-story house window. The game will primarily be a side-scroller puzzle oriented game.

Style & Flavor

The characters, environment, and world would have a *Dennis The Menace* or *Calvin and Hobbes* feel to it. Shenanigans ensue!

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Game Mechanics

Pre-Flight

You have three attempts to complete each level. You are given four different types of planes to choose from at the beginning of each level.

White Plane – This is the plane you need to get to the other window so the player must use it when certain of success. It can be influenced by the weather and can be destroyed by obstacles.

Red Plane – This plane destroys all flammable materials. The con is that it disintegrates on impact. It can't destroy people or animals. It can burn living things which can cause them to move to a different location and thus make certain areas passable again.

Blue Plane – This plane absorbs all water like a sponge but doesn't change states. If a stream of water touches it, the plane will sink down to the source of origin and keep the water from interfering on the level during the latest attempts. It has double the weight of the white airplane so the player has to work around this flaw accordingly using certain air currents and power-ups. This plane, including the previous two, can be destroyed by lightning.

Yellow Plane – This plane absorbs all lightning and can protect other planes from getting hit. It flies at double the speed of the white plane and must be timed correctly in order to protect the other planes. Once lightning strikes it, it will be absorbed into the thundercloud and that cloud will dissipate.

Take-Off

You can throw a single plane or multiple ones at the beginning of each attempt. It is also possible to throw consecutive planes in one attempt as long as an active plane is on the field. The limit of planes per attempt is four planes of any color and any combination. The level will reset after each attempt so the player has to time everything correctly in on pass in order to finish the level.



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The player can tap each plane they want to use from an inventory screen and this will load it onto the stage. They are also able to check out the level beforehand by swiping the screen to the left. The level will not begin until the player hits the start button. To set multiple planes off at once all they need to do is swipe both at the same time to the right. If it's consecutive, they just time it out correctly and off it goes.

They can view a separate window on the bottom of the screen that will always show the starting point of the planes so that they can keep an eye on the progression of the first plane and the last plane they sent. There can be up to four windows open up at once if all slots are used.

Limits

There are three attempts per round. There can be a maximum of four planes at once on the field. The height the plane can reach will be about a quarter of an inch off the top of the screen. If the plane goes higher than the set amount, then the plan will do a flip down. This could help or harm the player. A time limit will be optional in a separate mode named time attack. They can compete with other players for high scores if they choose to do. High scores in normal mode depend on style points. Style points are determined by number of flips, the amount of planes, and the way they are utilized to break through obstacles. All special colored planes will be shot by a random laser beam from off-screen if they are 1 pixel away from touching the end goal. That is the white plane's sole function.

Assets

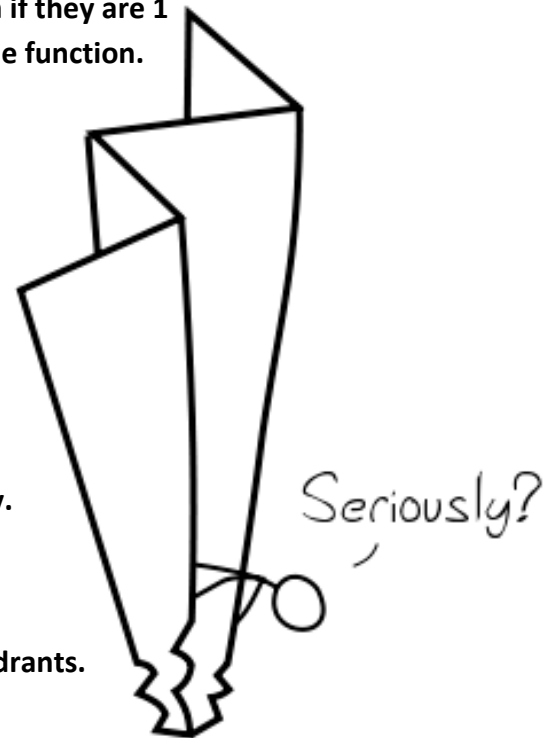
Obstacles

Trees – trees can be destroyed by the red planes fire properties. The yellow planes can attract the lightning to trees as it gets struck by it.

Kites – same weaknesses as trees.

Fire hydrants – busted top shoots water upward into the sky. Blue planes fly over it and absorb water until it sinks to the bottom thus blocking water from coming back up

Hoses – left on shooting up. It has the same weakness as hydrants.



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Sewer man-holes – water pressure busted, same weakness as hydrants.

Thunder clouds – strike most planes down with lightning. Yellow planes can block lightning from hitting other planes and “sacrifice” themselves. Only one thunder cloud can be destroyed per yellow plane.

Electric power lines – most planes will be destroyed if they touch the lines. Yellow planes can also sacrifice themselves to destroy these lines.

Wind Types

Gusts of wind – these will be on the stage already activated and loop on infinitely until the level ends. The player can increase momentum of their plane by tracing the wind with their finger as the plane follows its path.



Twister – these can really impede or help the player if utilized correctly. If the plane enters the twister, the plane will revolve around the funnel and continue upward until they reach the height limit. Once at the top, it will reverse and go all the way down. This will continue until the player chooses a height and

direction to go in. They must swipe in any direction with one finger and the plane will use the twister winds to gain momentum and launch off. The direction is determined by the timing of the swipe and current point in the animation at which it's activated. The plane can go in the reverse direction if timing is off and thus an attempt will be wasted. Another failure would be to launch at the wrong height and end up crashing into the ground too early. All planes can surprisingly survive twister winds and ride the winds.

Enemies

Garbage man – they are immune to fire and electricity. If the man is hit by fire, he will be tinged with black ash momentarily. If this man gets hit by electricity, his skeleton will flash for a second. Both have a slight change in animation, but the character will not move from the spot that they are on in the level. They will still be an obstacle to

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get past. Blue plane will move him due to the plane trying to get him clean. This garbage man wants to stay dirty. The garbage man's weakness is water.

Dogs – they are immune to water and electricity. When the dog gets hit by water, he'll shake it off. When the dog gets hit by electricity, it's the same effect it has on the garbage man. The red plane hits them and they run away in fear after getting burned. Beasts fear fire and pitchforks. The dog's weakness is fire.

Birds – they are immune to water and fire. They shake off water. They get slightly burned with ash if fire hits but nothing more. The yellow plane will electrify them down to the floor and ground them. The bird's weakness is electricity.

Power-ups

Black plane – This will change the color and properties of the plane that touches it into another random color. So this power-up has a high risk factor since the player will be gambling on a beneficial color. These will be random drops on the map with no real pre-determined location.

White out– This will allow the player to temporarily freeze time on the stage during which they may analyze their surroundings. They will then be able to choose an obstacle to eliminate without having to use one of their planes. They will literally drag one enemy off screen using their finger to do so. They will tap one object or one obstacle for it to explode on contact. Once an option is chosen, the game will reset the attempt and you can choose your new planes accordingly. These bottles of white out are also random drops on the map with no real pre-determined location.

Connect the Dots

Color specific dotted lines trail behind each plane and indicate their progress across the stage. This will help the player learn from their mistakes after each attempt. Their opacity will lessen after the initial attempt so it does not get distracting later on. Each attempt erases the last set of trails and replaces it with the latest version.

Level Progression

Every level gets a little more difficult in terms of obstacles and the length across the stage increases slightly as well.

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Art Style

The game would have the Angry Birds feel to it. There will be a lot of 2D vector art populating the stages. It's a fun colorful world. It's supposed to invoke the feeling of whimsy adventure.

Audience

The target audience would be those people who are always on their tablets. They are always looking for distractions from their imminent boredom.

Expansions

Different locations around the world have different enemies and environmental hazards. These different locations would be in the expansion packs.