

# brahmageddon

Preliminary game concept, James Huggett 2010, Version 0.6

## Overview

- The essential idea is a 'whackamole' inspired single screen arcade game.
- On a large 2D grid, various gods will appear for a period of time, emerging from the holes.
- The player has to tap them to 'whack' them (or use spells)
- Depending on the god type: the length of time gods appear and the amount of times they reappear before they reach enlightenment varies.
- When gods reach enlightenment, they add points to the "Brahmometer".
- When the Brahometer reaches 100%, Brahmageddon occurs and the game ends in a ball of infinite bliss. You become one with the Brahman and your iphone gives birth to a new universe.
- Thus, the player is trying to keep the Brahometer below 100%.
- There are different approaches to determining player success for a level – possibly time based, or points based (points for each god whacked).
- There will be multiple levels of increasing difficulty.
- First levels will be given away free, the rest of them require payment.
- There are a variety of powerups that can be gained by achieving combos of god-whacks: for instance whacking 3 Shivas in a row will give the player a reward.

## Theme

Hindu mythology and mysticism will be a rich source of creative inspiration for the graphics, music, sound fx, entities, powerups etc, with plenty of room for cheeky humor and some philosophical jokes. Appeal to tech literate Indians, Pakistanis and Bengalis in the USA and UK (not to mention India itself) should not be underestimated either. Any theme could potentially be used of course, the hindu one struck me as quite rich. The name is also a pun on 'bra' as in brassier, and maybe the most powerful weapon is a Bust Out bra, with two fists on each cup to match the logo. Yes, it's rather teenage but it would make me laugh (which perhaps isn't something to boast about).

## Spells

As reward for god-whack combos, the player will get spells. These will be displayed outside of the grid in a spell book and are activated when tapped or dragged. Some ideas:

- Row and Column zappers: These can be dragged to a row or column and are positioned just outside the main grid. When activated they will zap that column or row of all gods. Some zappers may leave radiation behind and whack gods for some seconds afterwards.
- Row and Column blockers: Like the zappers, except they prevent gods from appearing in the holes.

However, gods that would otherwise appear in the blocked holes appear in unblocked areas. Thus, the player can control the density of god distribution as they appear, making it easier to whack them.

- Time Slow – slow down rate at which Gods appear.
- Nuke – zap everything on the screen, typical smart bomb.
- Shiva – Summon Shiva who walks around the board stomping on gods.
- Etc.

### **God types**

One of the main variables in level difficulty is how long gods appear on the grid, and how many times they appear before reaching enlightenment. Very difficult gods would appear briefly and only once before reaching enlightenment, whereas easy gods might appear 5 times and spend long lengths of time materialized.

### **Gameplay Concerns**

Its vital the basic gameplay is addictive and fun. The concepts in this document are outlining a particular approach in game mechanics but it will take research and development to come up with a winning balance of factors based on the characteristics that emerge through actual use. These ideas are starting points for analysis and experimentation.

The game could be developed in more a memory oriented direction (like the card game 'snap' children play) where gods reappear *invisible* much of the time, and thus the player has to remember where they will reappear. The player could also be penalized for whacking empty squares (if they are trying to hit invisible gods).

Another approach is to have spells being a primary tactical element for controlling the board (similar to tower defense games) against a tidal wave of gods, and whacking by hand is not feasible on any but the lowest levels. The finger-whack ability may itself just be a default spell, with limited power. Gods may have the ability to shoot back at spells installed around the grid, or cast their own spells if they are not whacked soon enough. Non-gods could also appear through the holes, and the player is penalized for say, whacking a cow. Gods could take multiple hits to actually whack.

### **Grid Size**

Grid size can be a feature in level difficulty, starting at something very easy like 9x9 and progressing to 30x30.

### **Development issues**

The grid is totally visible at all times, and all area effects of spells/weapons are calculated on this grid system. This negates the need for scrolling, collision detection and complex physics or AI aspects to the engine, cutting down on dev time.