

Look At All the People's Kolors

Sort of like Spore, except with team-play.

Summary

Players are given a Kolor, a small X-like creature (still deciding on appearance) with a randomized color. They must then decide to cooperate with other players or compete against one another in order to become the biggest Kolor in the game by eating various foods and attacking opponents to make them smaller.

Target Audience

People who like cooperative (and betrayal) games that also allow competition with one another

Game Details

Players are given a Kolor. A small X-like creature (still deciding on appearance) with a certain color. At the start of the game, players are given a randomly colored Kolor in the same area. In this area are various colored fruits and animal life which players can eat. As they eat foods of the same color, the color of their Kolor will gradually change, and they will begin to evolve/grow.

This however is not an easy task as many of the animals will fight back and the number of fruits they need to eat will take a while before they grow. At the same time, players can attack one another to inhibit each other's growth.

In order to survive more efficiently, players can team up with one another to help fight off other players, hunt animals, and collect more fruits. There is a maximum of X human players in a single team (number depends on how many human players there are), but there can be more computer controlled players on a team.

Once a Kolor has reached its next stage of growth, they will have the option of building structures. These structures require additional resources to build (magical rocks), and can help a player defend themselves or help them produce/safely store more food (animal farms, fruit trees, food "banks" to store food that can't be as easily stolen by enemies).

Winning

Still deciding on this but:

- the player or team with the furthest level of growth by the end of the level duration wins
- once a team has a player that has reached the maximum stage of growth on their team wins
- each player is then scored based on what stage of growth they have reached along with a bonus team bonus (so that if say player A on Team 1 has 30 growth points but player B on Team 2 has 20 growth points and Team 2 won, then he would get an addition 10 (or more) points ranking him higher than player A)

The hope is that in order to score the most, players will help each other but they also have the option to betray one another. Computers are added to the mix to help balance the game.

Further Planning

Optionally, a new level will then begin where all players are the same stage of growth and have a fixed amount of currency and will have floating towns. This level will then be more about economy. Players have the options of merging towns and allying one another again. The goal is to create a city that meets certain conditions and attract enough citizens as well as make profit. Winning is similar to the first stage except rather than a measurement of growth, it is measured by amount of currency they have. Additionally betrayal and cooperation play a role at this stage. For example a player on a team might have a structure that attracts more Kolors and thus earns more income than another player on the same team, and while they are both on the same team and thus both profit, the first player earns a larger percentage of the profit and will score higher (the first player gets to choose the percentage of profit since the structure is his/hers). So the second player could team up with a third player and not let the first player get as much profit, or the second player could secretly sabotage (hoping he/she won't get caught) the first player, or the second player could go to another team entirely.

Controls

A large part of the game will involve the mouse, however hotkeys will be included for frequently used commands

Visual Style

2D objects on a 3D background similar to Ragnarok Online might work or cell-shading like Okami (without the Japanese sumi-e look).

Essentially creatures and structures in the game will appear cartoonish but backgrounds can be more detailed.

Audio

Not sure, I lack experience in this department