

Party People!

A video game concept by  
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## Instant Summary:

**Party People!** is a 2-5 player game focused on multiplayer co-op. It has roguelike elements similar to **Slay the Spire**, minigames similar to **Mario Party**, and combat similar to **Hades**. Players will traverse a dungeon, room by room, to defeat the final boss. It is the spiritual successor to our other project, **Penguinpocalypse**.

## Visual Style:

**Party People!** aims to utilize a 2D/3D effect using an isometric view like **Octopath Traveler**. In addition, some levels will use a forward facing camera for a 2D perspective, like old **Mario** games.

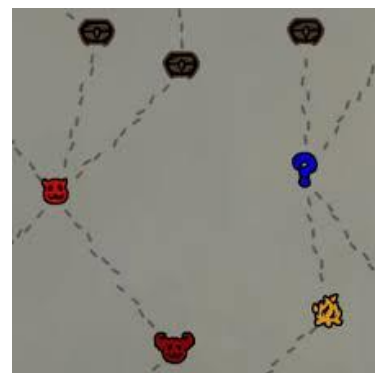


## Game Design:

**Party People!** seeks to capture the nostalgic fun of **WarioWare** and **Mario Party** style minigames while including the nuance of the roguelike genre. Players will work together to solve puzzles, fight monsters, and ultimately defeat the final boss. The party will need to decide on a path as a team, choosing between differing rooms. Success in a room will result in a power up or gold reward, while failure will result in nothing, or worse, death!

*How will **Party People!** utilize the nuance of the roguelike genre?*

Roguelike games typically feature some degree of procedural generation combined with an element of randomness to produce a highly replayable game. In the case of **Party People!**, that entails a map similar to the one seen in **Slay the Spire** or **Peglin**, where players can pick from several different room types depending on their short term or long term goals.



## Minigames:

**Party People!** will focus heavily on a minigame system in conjunction with a combat system. Minigames may take the form of cooperative puzzles, platforming segments, guessing games, gambling games, and more! The flexibility of the Unreal Engine and the roguelike genre combined with the ability to provide regular updates through modern online services will allow **Party People!** to maintain a large catalogue of minigames for players to enjoy.



## Combat:

**Party People!** will use a modernized beat em up' combat system similar to that featured in **Rotwood** and **Hades**. Players will have a basic attack, heavy attack, special attack, dodge, directional movement, and the ability to use their consumable potions. The further along players progress within a run, the more difficult each combat encounter will become! Players will need to succeed within minigames to stay ahead of the power curve.

## Progression:

Players will acquire relics, better weapons, weapon upgrades, potions, and other upgrades as they progress through the game. Players eventually lose the game if they all die in a combat encounter. This puts an extra emphasis on succeeding in minigames because if players do not, they will not receive the vital upgrades they need to conquer future combat encounters.

## Items:

**Weapons** - Players will have the option to choose from a variety of weapons at the start of the game. Regardless of their choice, later stages of the game will offer more advanced weapons, as well as weapon power ups for the player to pick from.

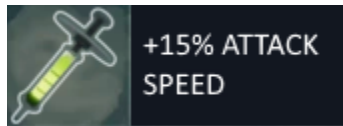


**Weapon Upgrades** - As the name suggests, weapon upgrades provide an improvement to a weapon of the player's choice. This could be anything from attack speed and damage to modifiers that change how a weapon works entirely.

**Relics** - Like in many other roguelike games, relics offer a permanent power up for the player. For example, a relic may bestow upon the player an extra life, rarer drops in the future, or a boost to all stats!

*Relic Examples:*

- Greeting Card – “Nice to see ya’!” – First hits do more damage
- Large Rock – “Take it wherever you go!” – Strength boost
- Strobe Light – “Let’s get grooving!” – Dexterity boost
- Tree Branch – “Don’t leaf it behind!” – Health boost
- Wet Floor Sign – “Watch your step!” – Slows down enemies



**Potions** - Potions offer the player quick relief in tough scenarios. For example, a player may save a strength potion for a tough boss battle or use a healing potion when they are about to die.

**Room Types:**

**Shop** - Shops allow players to find and acquire specific items at the cost of gold. Shops may offer healing, weapons, spells, short term buffs, and long term buffs to help the players along in their journey. Players will also be able to trade with each other in shopping areas.

**Bonfire** - Bonfires allow players to choose between healing, resurrecting a fallen teammate, or taking a permanent buff.



**Minigame** - Minigames are a large part of Party People's design. Minigames will feature players working together to solve puzzles, climb buildings, mine rocks, inflate balloons, and many other random activities. If completed successfully, players will gain a permanent increase to a stat of their choice. Failing to complete several minigames will cause players to fall behind the game's scaling difficulty, assuring their long term failure.

**Regular Fight** - Players fight groups of enemies within a small procedurally generated arena. Enemies are more difficult as the game progresses.



**Elite Fight** - Elites are strong special enemies that drop large amounts of gold as well as small permanent buffs and potentially rare items.



**Miniboss Fight** - Minibosses transition the player between floors of the dungeon. Once defeated, they drop the largest amount of gold, a large permanent buff, and at least one rare item.

**Final Boss Fight** - All roads inevitably lead to the final boss. Players will need to be sufficiently powered up if they hope to win it all.