

Trash Matters

Team Matterhorn

Concept

Trash Matters is an action-RPG collect-a-thon where players control Roddy, an intelligent racoon scientist. Players are tasked with scavenging a college campus for mechanical parts and safely returning them to their base to build an infinite trash generating machine. While on his hunt for parts, Roddy will encounter a variety of enemies and fight them off with class and trash.

Scenario

It's a midsummer day at a nondescript college. Everyone's gone home, and animals have taken over the entire campus. A team of highly skilled raccoons is using this opportunity to scavenge the campus for mechanical parts that have been left around, the final pieces required for the development of their ultimate machine - a machine that can generate garbage from anything. Roddy Raccoon is chosen to go hunt down these parts in order to supply his team with an infinite amount of trash because, deep down, that is what all raccoons truly desire.

Gameplay Overview - core loop

Will consist of a top-down perspective. Players will explore an outdoors park-like setting, the main college campus. Players can engage in combat with simple animals such as rabbits, moles, and coyotes. They will have to fight these enemies to pick up items such as health boosts and textbooks.

Mechanical parts can be found scattered around the map and must be turned in to home base. Garbage collection is a vital component of the first phase of play, as a total of 60 parts must first be found around campus. The game is won by collecting all the mechanical parts and returning back to the machine. Players should be able to win by either a passive run of just collecting trash, or by a violent run of fighting enemies.

The Environment

The map is a large, open, green, park-like area dotted with small plants. The area is also filled with some man-made objects such as buildings and fences to that act as walls. Between the buildings are paved roads that humans would use to travel from building to building, and these act as a loose path to guide the player. Scattered about the paths are spare mechanical parts that have been littered around; additionally, parts can also be found by breaking trash cans and recycling bins. Various types of enemies, including rabbits, coyotes, and moles are encountered around the environment as well.

Pickups:

Mechanical parts:

Players can collect mechanical parts that are found sparsely on the ground. Trash cans and recycling bins can be attacked to yield a significant amount of mechanical parts, but can only be hit once. Mechanical parts can also be obtained by finding and killing the Boss Mole somewhere on the map. Mechanical parts should not respawn.

Hearts:

Small red hearts restore Roddy's health by 1 full heart (= 2 units of health). Can only be found through defeating enemies.

Textbooks

Textbooks serve to refill ammo for Roddy's paper ball projectile attack. Each pickup grants 3 shots. Can only be found through defeating enemies.

The Player:

Statistics:

Health: 6 (= 3 full hearts)

Melee attack damage: 1

Ranged attack damage: 1

Movement:

The player can move in all eight cardinal directions using the arrow keys or WASD.

Combat :

There are two buttons, each for a different type of attack. Pressing "J" initiates a small claw swipe that affects a small area directly in front of Roddy; this is the primary mode of combat.

Pressing "K" launches a crumpled paper ball in the direction that Roddy is facing. The projectile attack uses ammo; there are textbook pickups that will give the player more ammo. Once ammo has been depleted, the projectile attack will be disabled until more ammo is collected.

Pause menu:

The player will be able to press the Escape button to pause the game, which brings up the pause menu. On the pause menu, the player will see instructions for the game, including controls and their objectives. The player will also be able to select a "Resume" button, continuing the game, and a "Quit" button, closing the game.

Enemies

Craig Coyote - A coyote, a large hostile melee-based enemy. They should be larger than the raccoon. Coyotes have two units of health. Their default behavior is to walk around randomly within a small area, changing directions every few seconds. If the coyote sees the player character directly in front of them, they will charge in the players direction at a faster than usual speed. If the player character is within a certain distance of the coyote, the coyote will begin tracking their location and following them. The coyote attacks by ramming into the player, dealing one unit of damage. Walking into the coyote should also deal one unit of damage. Upon death, the coyote will randomly drop either a heart or textbook pick-up.

Forager Rabbit - small rabbit enemies that avoid Roddy; they cannot attack. Rabbits are small white enemies that are not hostile to you. Rabbits have one health. They should be smaller than the raccoon. Their default behavior is to walk around randomly within a small area, changing directions every few seconds. If the player gets close to one, it will begin running in the opposite direction at a faster than usual speed. If the player character runs into the rabbit, it will cause one damage to the player. Upon death the rabbit will randomly drop either a heart or textbook pick-up.

Mob Moles - A mole, a small hostile projectile-based enemy. Moles should be smaller than Roddy. Moles have one health. Moles' default behavior is that they remain stationary, except for every five seconds they should alternate between being hidden underground and being exposed above ground. When underground, the only indicator of the moles location is a dirt pile, the mole cannot be damaged in this state. When above ground, the mole can be damaged, but if the player is within a certain distance of the mole, the mole will throw projectiles at them. The moles projectile attack will deal one unit of damage to the player. If the player character walks into the mole while it is above ground, it will also deal one unit of damage to the player. The moles should essentially function as turrets that are occasionally immune to damage and work on a timer. Upon death, the mole will randomly drop either a heart or textbook pick-up.

Boss Mole - A larger mole, acts essentially the same as the normal mole. The differences are that the boss mole has 15 units of health, deals 2 units of damage to the player (= 1 full heart), and upon its death it will drop a mechanical part necessary to beat the game.

Win / Loss States

The player loses the game if Roddy loses all his health. First, the death animation plays, then the whole screen goes black. "Game over" text will appear and UI buttons are presented to Retry or Exit the game.

The game is won if Roddy collects all mechanical parts needed and returns back to the machine. The screen goes black and a win screen appears congratulating the player for their victory, and asking them if they want to Quit or play again.

HUD

Will always be displayed during gameplay and updated live.

- Health: 3 hearts will be displayed on the top left of the screen. Each heart can be reduced to a half heart and an empty heart. Health can be restored with heart pickups.
- Ammo: ammo count is represented by a textbook icon on the top left, with a number counter signifying how many shots Roddy has left. At 0 ammo, the textbook icon will be greyed out, but gains color when at least 1 shot is available. Ammo can be refilled with textbook pickups.
- Mechanical parts: parts count will be signified by the a trashcan icon on the top left, with a number counter signifying how much Roddy has collected so far. At 0 parts, the trash can is empty, but when at least 1 part is collected, the trash can becomes filled.

Visual Style

For ease of production, pixel art will be used for all assets. We will be making all of our own art. The player raccoon should be distinct and colorful, instantly recognizable against the environment. Enemies should also be easily recognized against the environment, but also easy to distinguish from the player. Generally speaking, the background will consist of lighter and more colorful tones. Player attacks will have colorful comic book style flourishes. When the player takes damage they will flash red to signify that they have been hit, enemies will flash white on being hit to signify they are taking damage. The overall art style should be taking inspiration from the more cartoony, slightly anthropomorphized style of cartoons and the Sonic series of games, paying no mind for realistic depictions of animals.

Audio

As with visual assets, all audio assets will be 100% original.

Music was cut in favor of ambient nature sounds, with the sounds of winds, leaves, and the light sounds of birds and animals. This serves to contrast with the very “video-game-y” aesthetic of the sound effects and visual style.

Sound effects should be tense but silly and follow an 8-bit sound to match the pixel art style.

Marketing

“The best trash game”

Screen

Width: 900

Height: 600

Resizable: On

Stretch

Aspect: Expand