



Eros' Arrows



Reconnecting people - one arrow at a time



Design Document

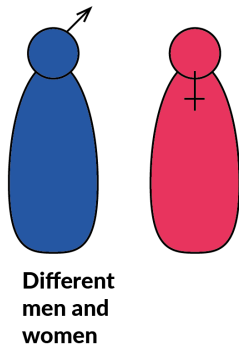
EROS' ARROWS:

Reconnecting people - one arrow at a time

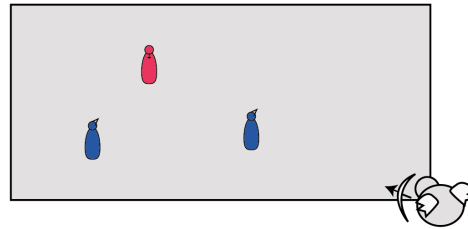
After Dating Apps made his job practically unnecessary, Eros – the God of Love – fell into a midlife crisis, drinking and watching unhappy people in bars.

He needs your help!

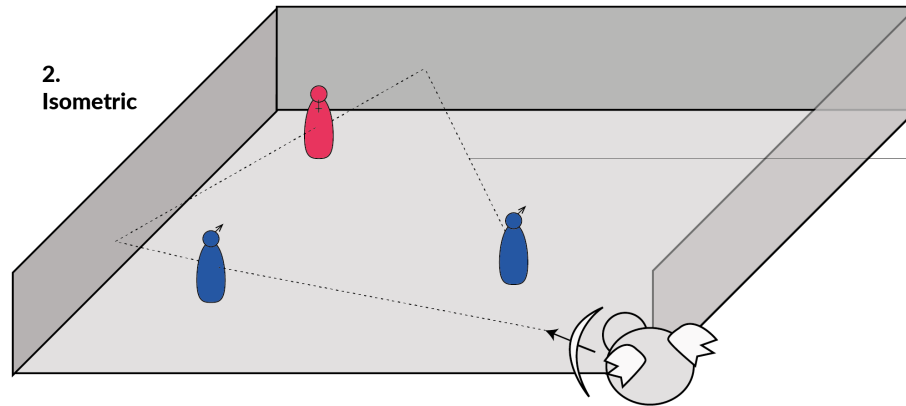
Match people by using Eros' arrows to hit them (with love!) and his powers to tweak the arrow's path.



1. Top down

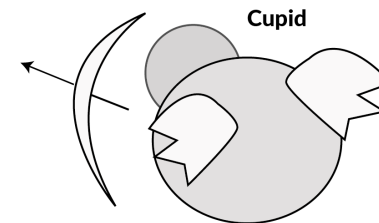
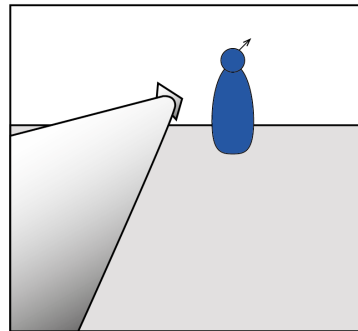


2. Isometric



Line of arrow

3. First person



Cupid

Initial sketches | Pre-production and concept sketching

Controls

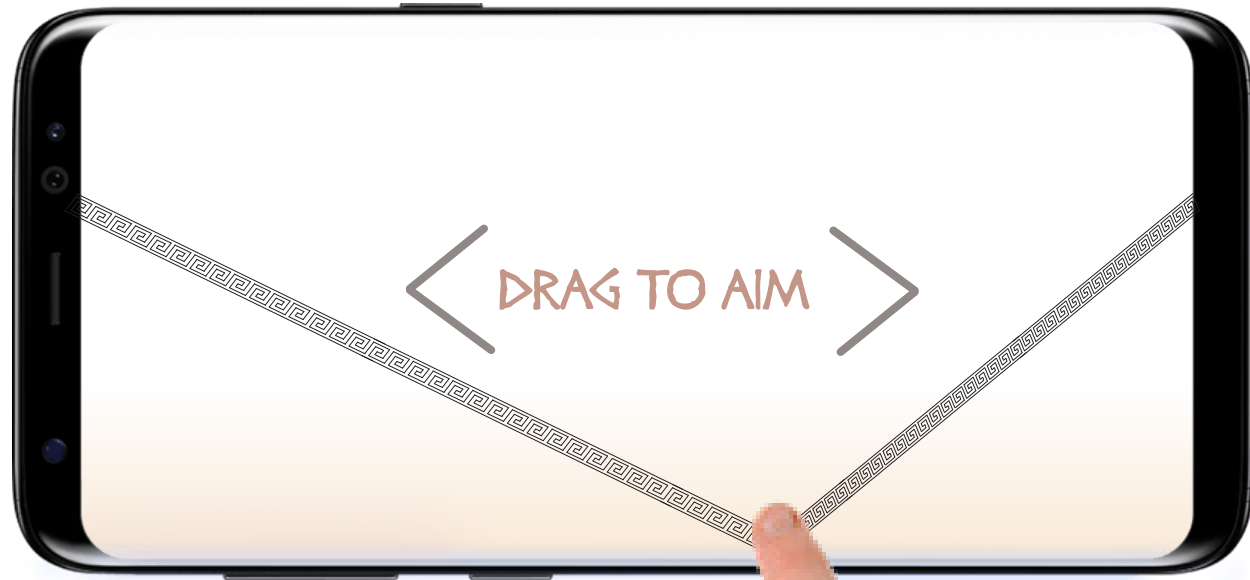
Mechanics, Controls and coherent UI.



The aim mechanic functionality is triggered when dragging down from the top third of the screen. A string is placed there to nudge the player into interaction. The string will have a small animation to get the attention of the player too.

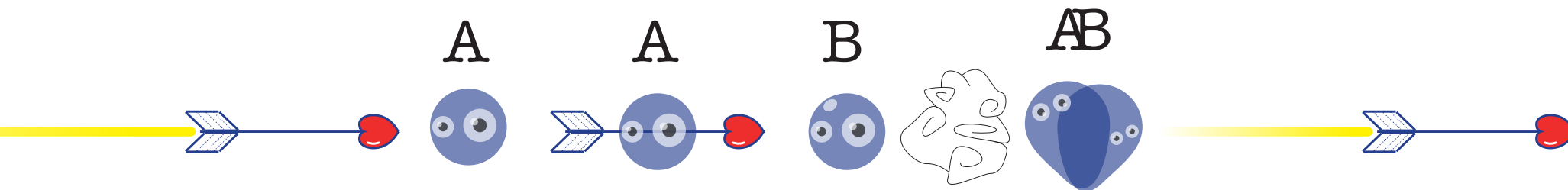


When the string is dragged down to the lower third of the screen, the text will change and urge the player to move to the sides in order to aim.





The arrow will only be able to hold one person at a time. When hitting a person while carrying a person the two will merge and the arrow will continue without the couple.



The arrow will break after a limited amount of matches.

Win condition:

Conditions per level:

Complete Missions/ Bets
against Zeus

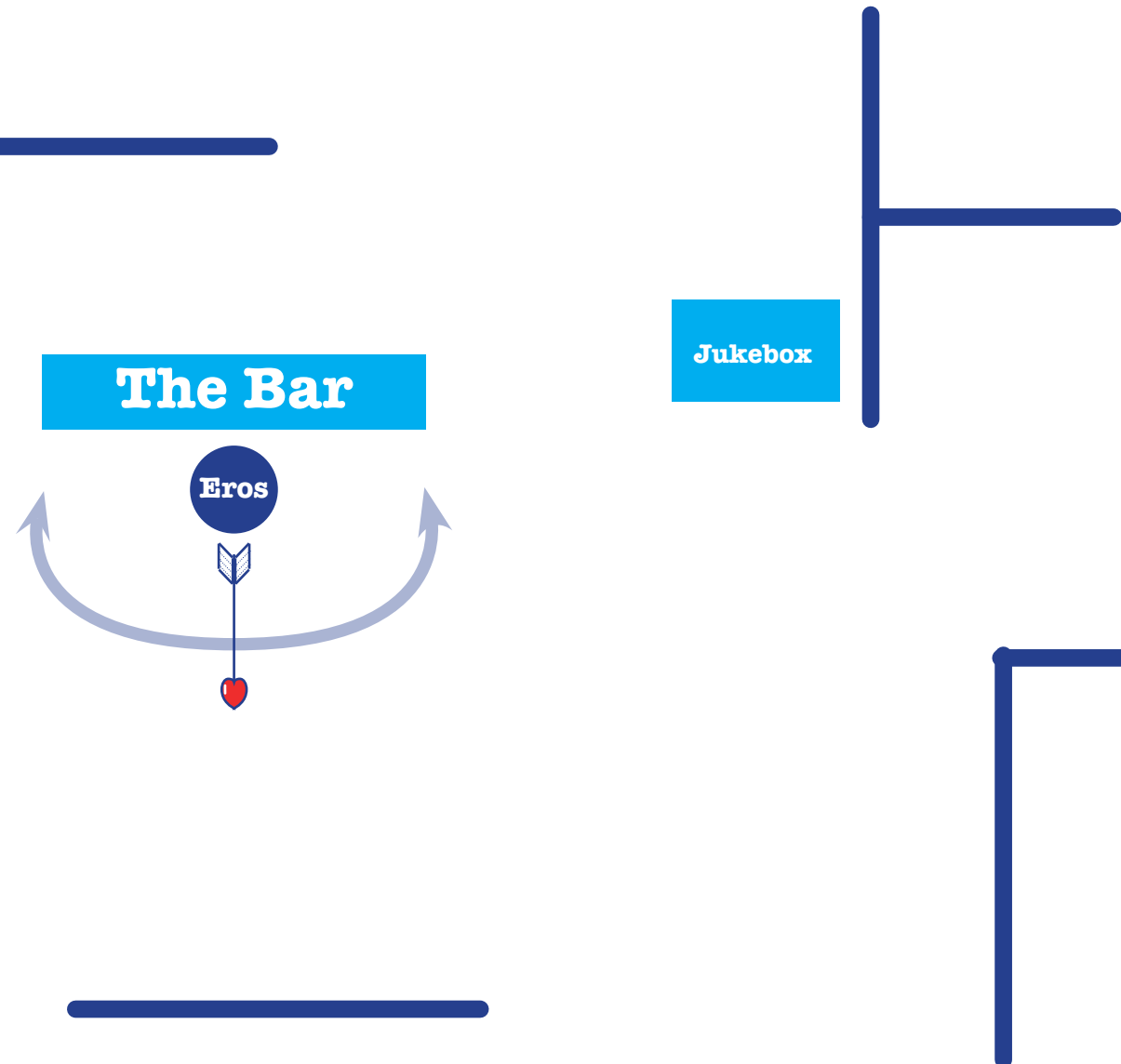
Lose condition:
Conditions per level:

Running out of arrows or
matching the wrong people, disabling the
possibility of making the couples for the
mission(s)

Arrows have a limited bounce rate. An arrow lasts until it runs out of bounces or disappears outside the play field.

THE BAR

Eros is always static, sitting in the bar. The bar is extending to the sides.





An ingame screenshot of the bar when the bow is charged. Here the camera gives an overview of the whole square formed level. The wanted NPCs are lighting up with a particle at their feet to create a easy strategical element to the game.

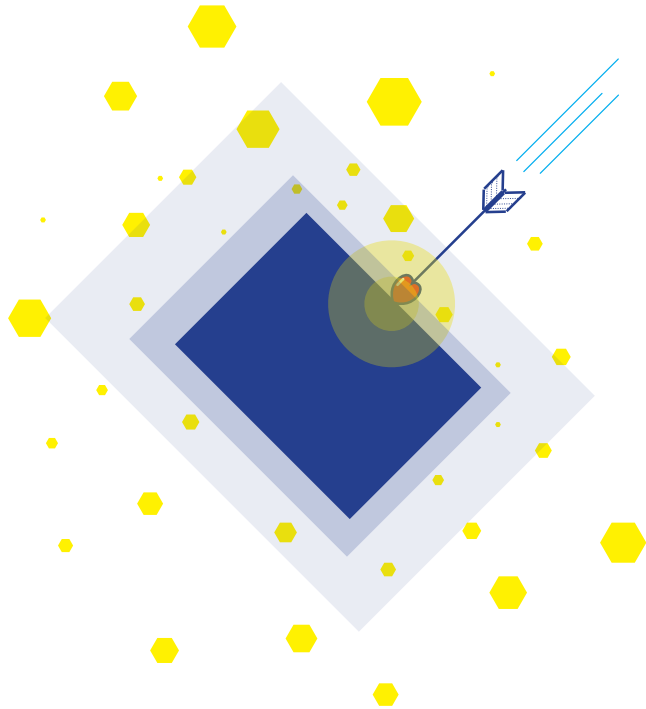
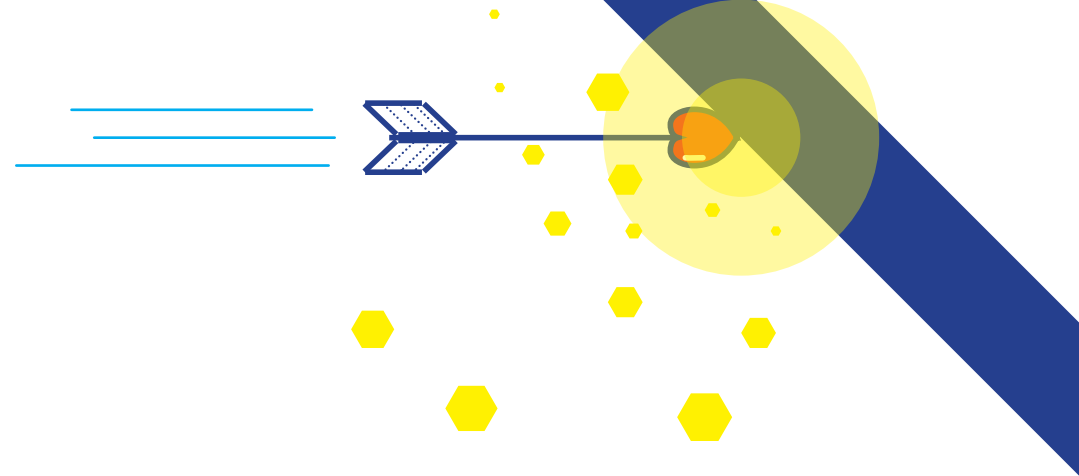


When touching the screen and the arrow is flying the Worldturning is triggered. Time will stand still and a bar will appear and provide direct feedback as well as explaining the amount of possible interaction.

A timer will appear under the arrow in the center of player attention. Time is a limited resource. Each arrow has 5 seconds of turning. This can be used over multiple turns. When the time runs out the worldturning is disabled.



FEEDBACK



Hit on wall:

Wall animation: Bounce effect, wall shallows briefly and bounces back out.

An effect plays out from the center of hit, Picture of rings growing quickly and opacity going from 100 to 0

Particle effect plays on hit

Arrow bounces off the wall



Hit on Object:

Object animation: Bounce effect, object shallows briefly and bounces back out.

An effect plays out from the center of hit, as well as the outline of the object.

Picture of rings growing quickly and opacity going from 100 to 0

Particle effect plays on hit from center of hit and another for centering the object

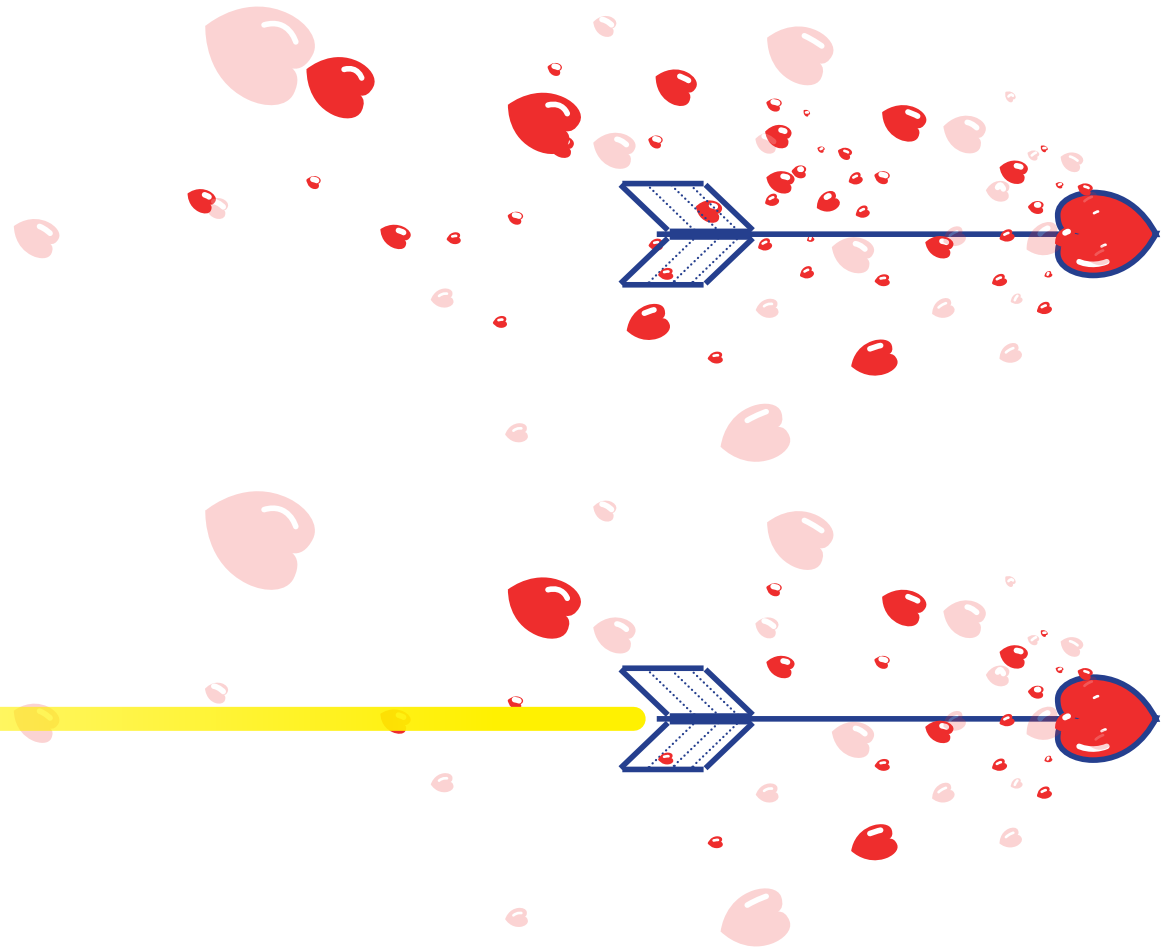


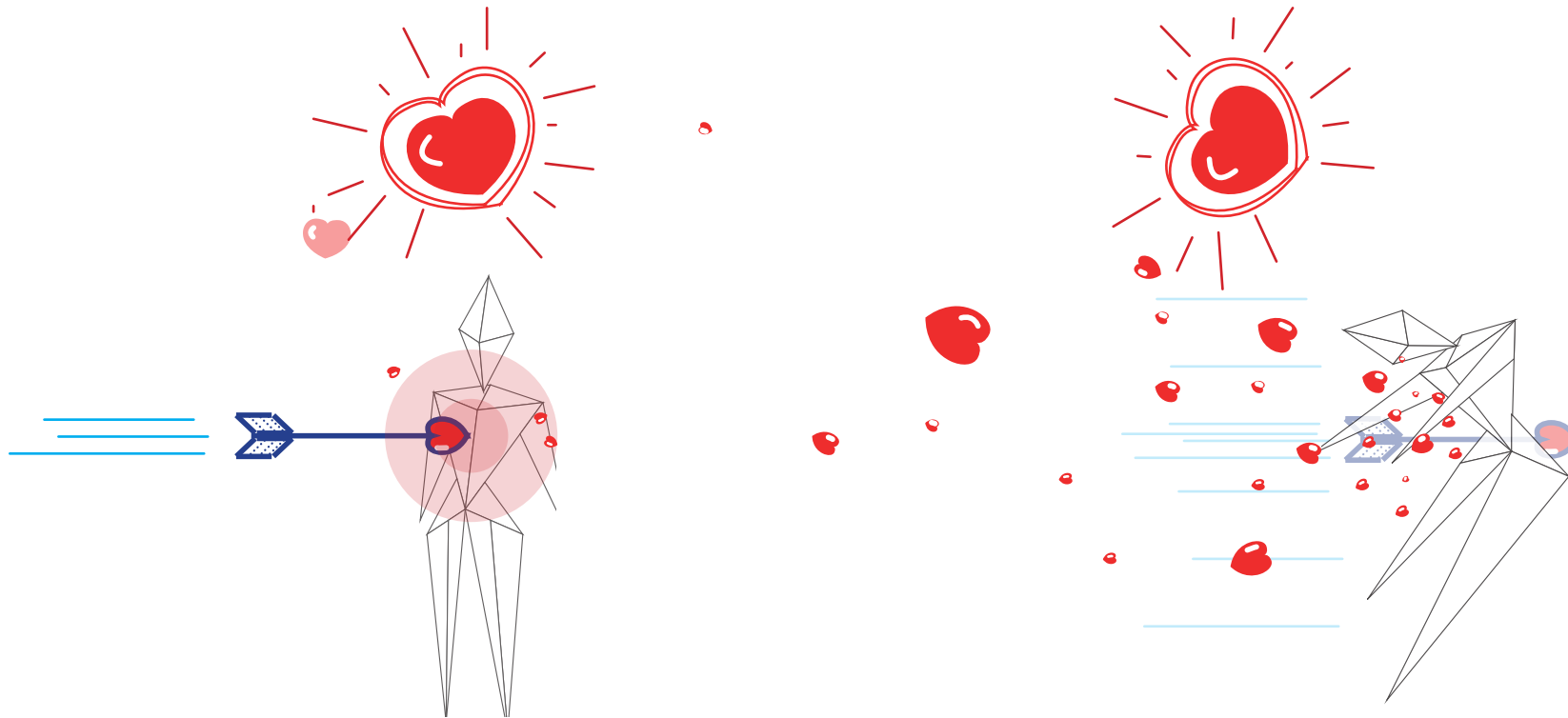
Tails:

The arrow will have different tails.

A line will form after the arrow and fade to show the route taken.

Hearts will emit from the tip of the arrow while it flies through the air.





Hit on Normal human case 2 (The Shish Kebab):

Human animation/ reaction: Getting hit by something (Rokoko! :D) Getting dragged along the arrow when it continues to fly - the Human will be stuck on the arrow through bounces and all until it either hits another person or flies off the map.

A heart appears from the top of the head and stays there flashing somehow to signal that (S)he is hit.

An effect plays out from the center and hit

Picture of rings growing quickly and opacity going from 100 to 0

After hit the arrow and human will emit hearts in the wake of the path.

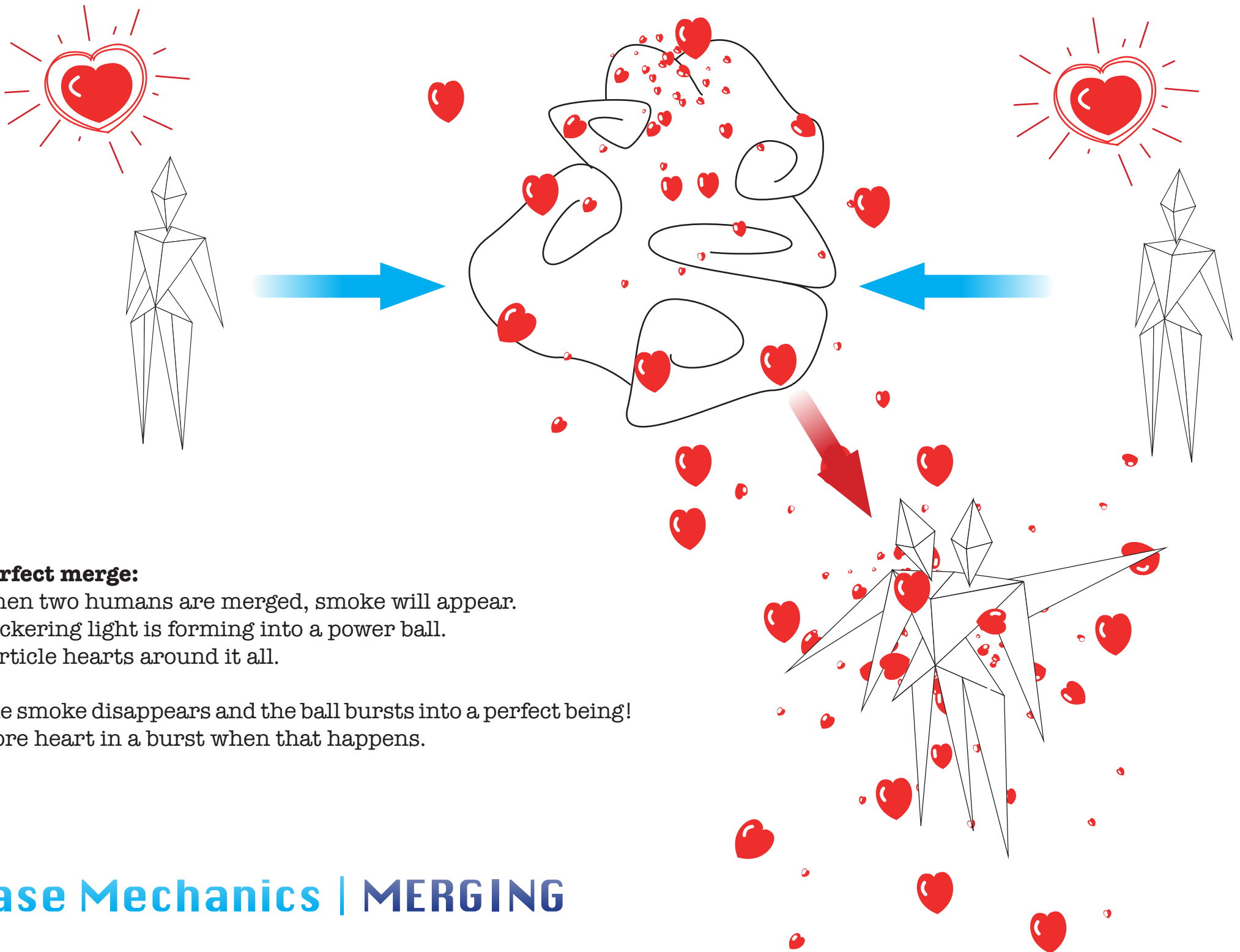
Base Mechanics | ARROW FEEDBACK HUMANS

Merging

The game will feature two different kinds of merging:

Perfect merge: The NPCs hit each other and gets covered by a smoke particle - a new premade model appears instead and dances around happily.

Any other merge: The two ragdolls will be automatically merges together and each half will act in a predefined sad way. Better luck next time :D



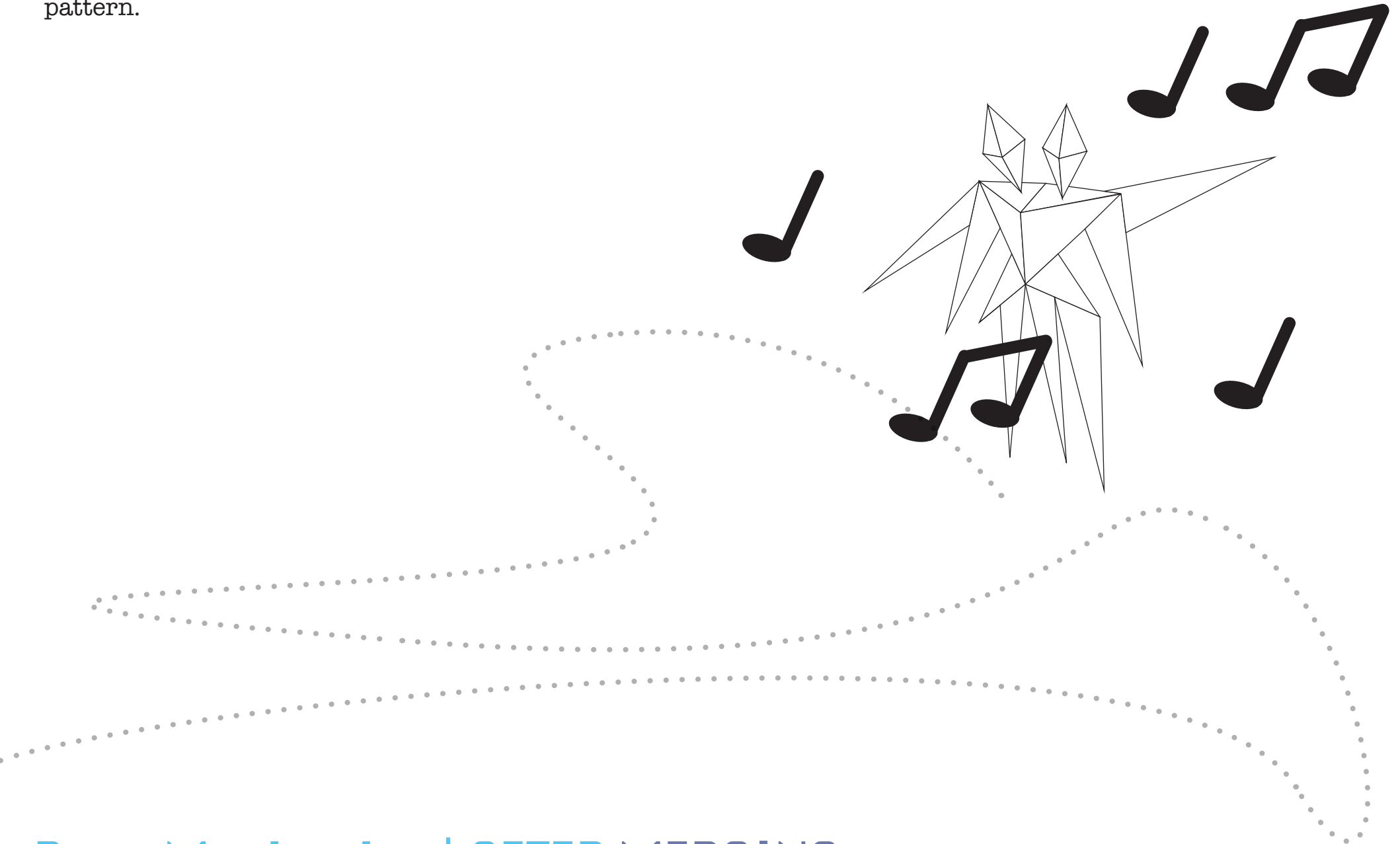
Perfect merge:

When two humans are merged, smoke will appear.
Flickering light is forming into a power ball.
Particle hearts around it all.

The smoke disappears and the ball bursts into a perfect being!
More heart in a burst when that happens.

After merge:

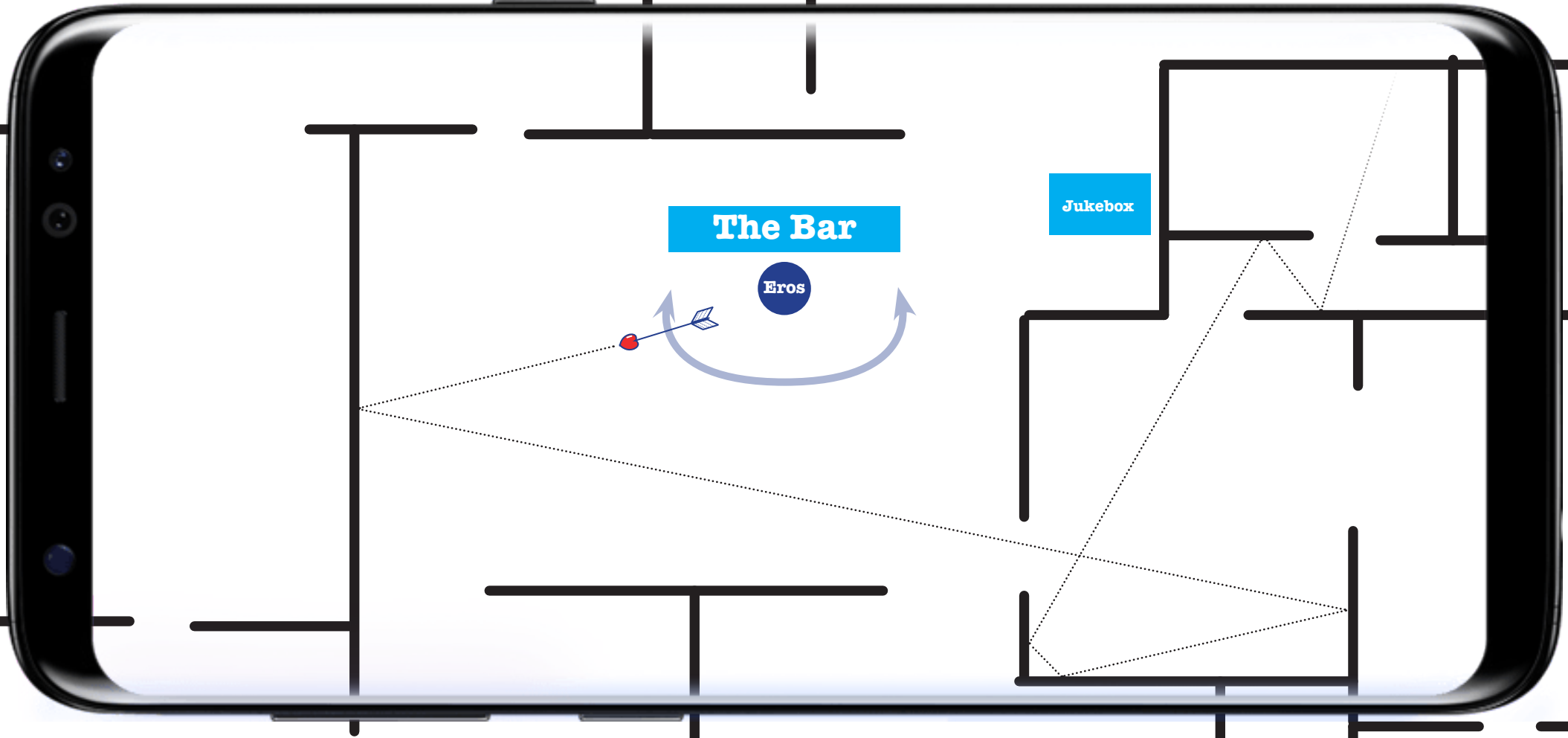
The perfect being will be so love struck that it just can't stand still. It will be dancing around the bar in an unforeseeable pattern.



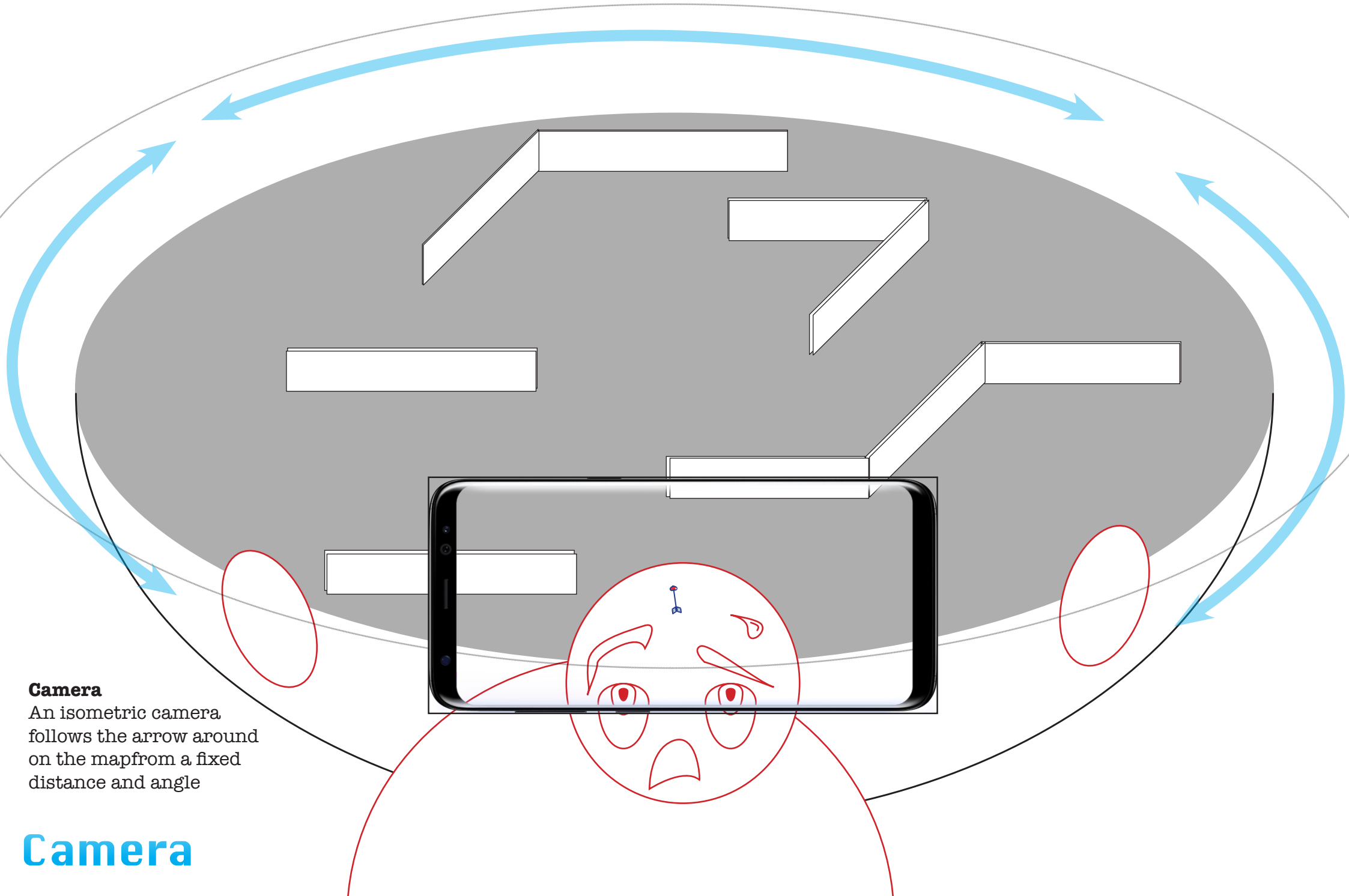
Camera

When aiming

When drawing the bow the camera zooms out and gives a top down view for the player to see the map.

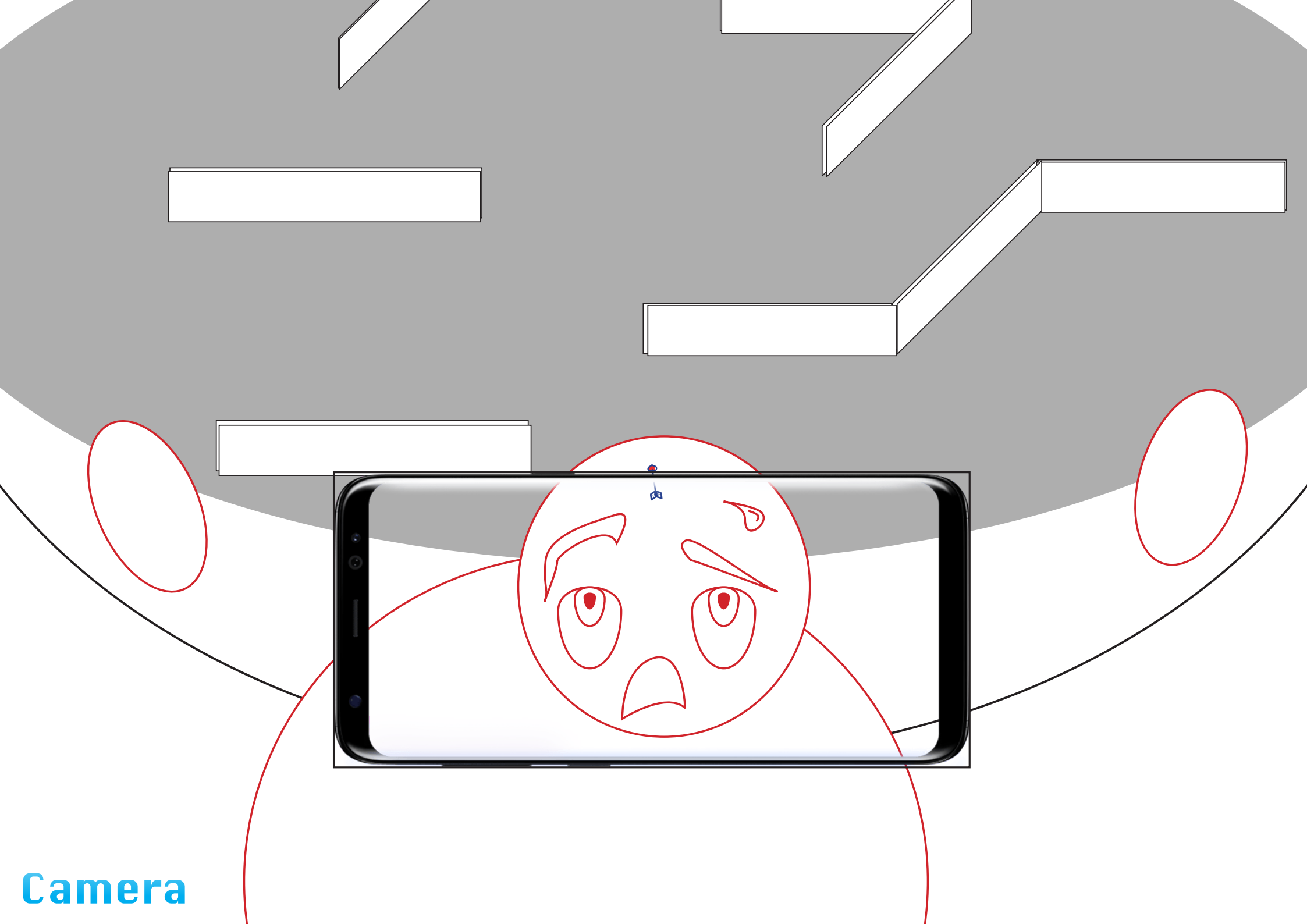


Camera

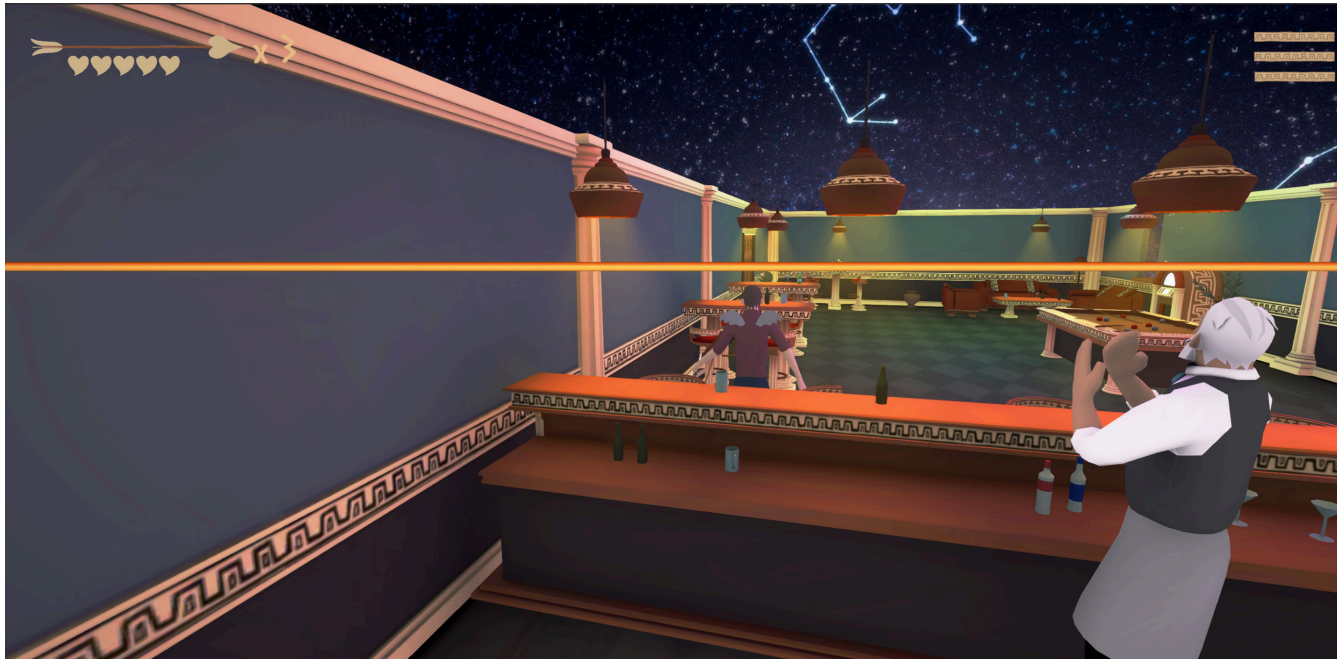


Camera
An isometric camera follows the arrow around on the map from a fixed distance and angle

Camera



Camera



In the beginning of each level the camera will be positioned behind Zeus in the bar giving a view of both the characters as well as the bar.

When charging the bow the camera zooms out to reveal the whole level in a direct top down view. The top down view makes it easy for the player to aim precisely.

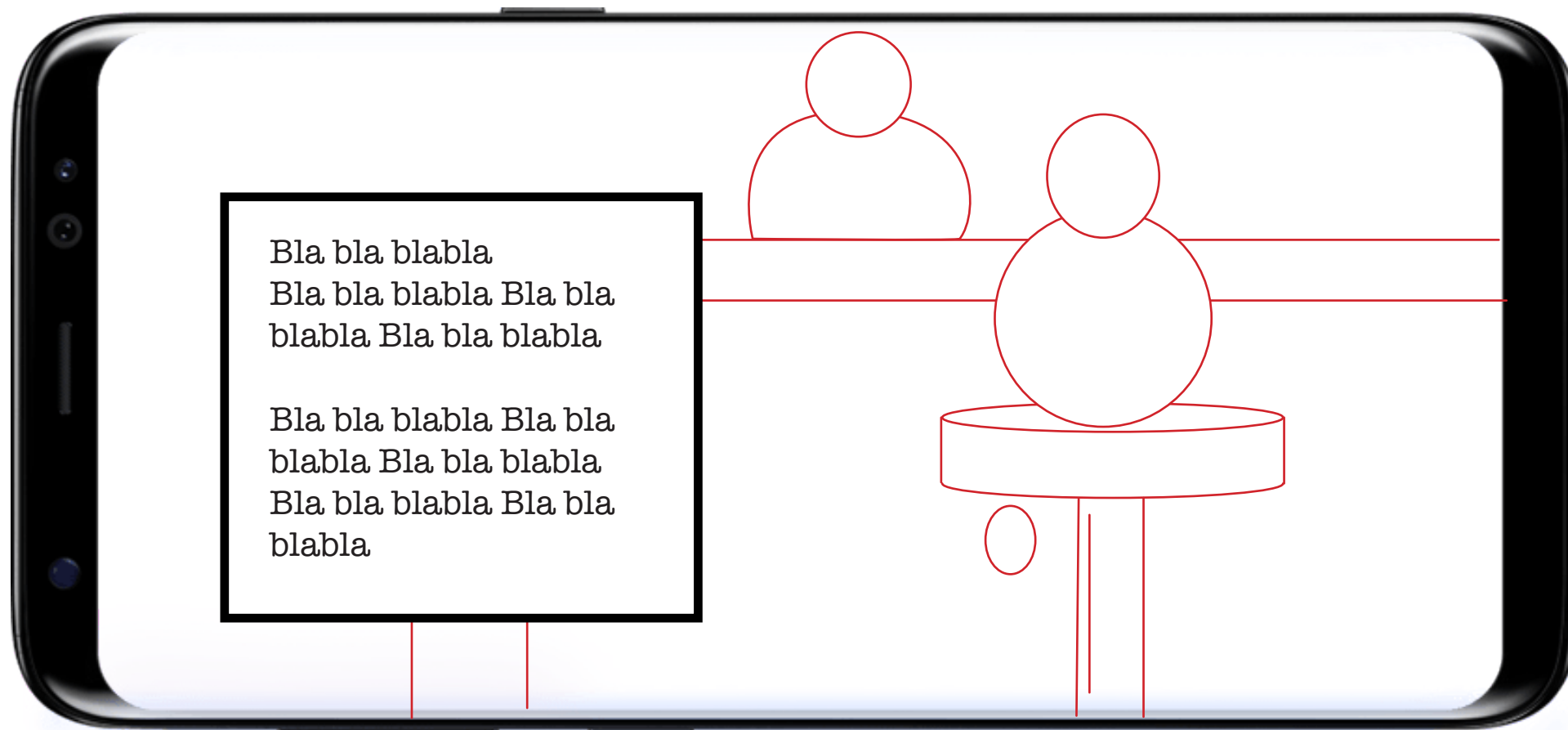


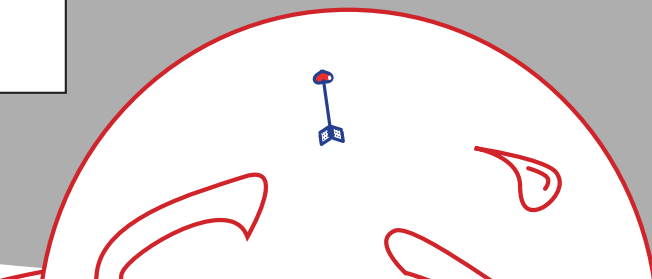
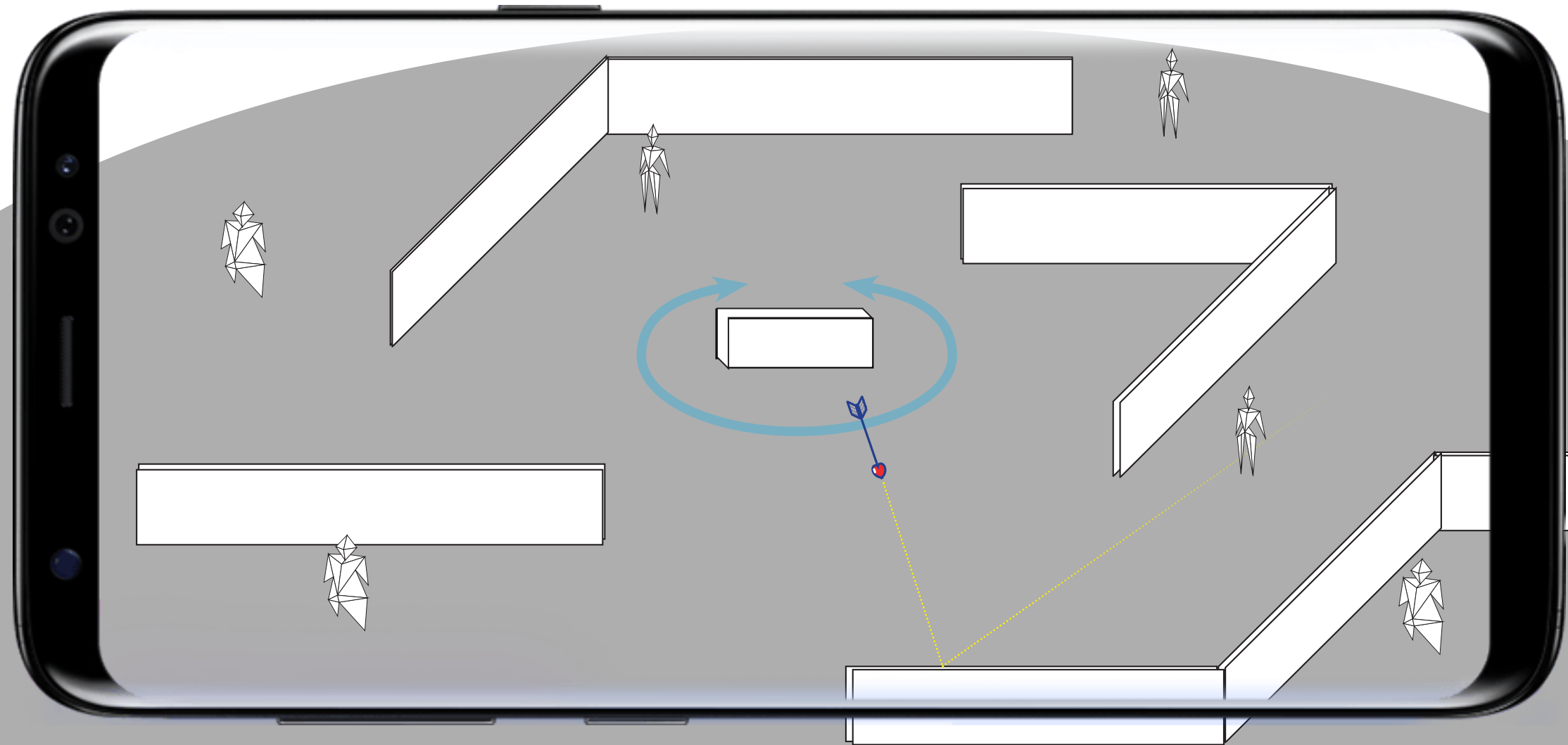


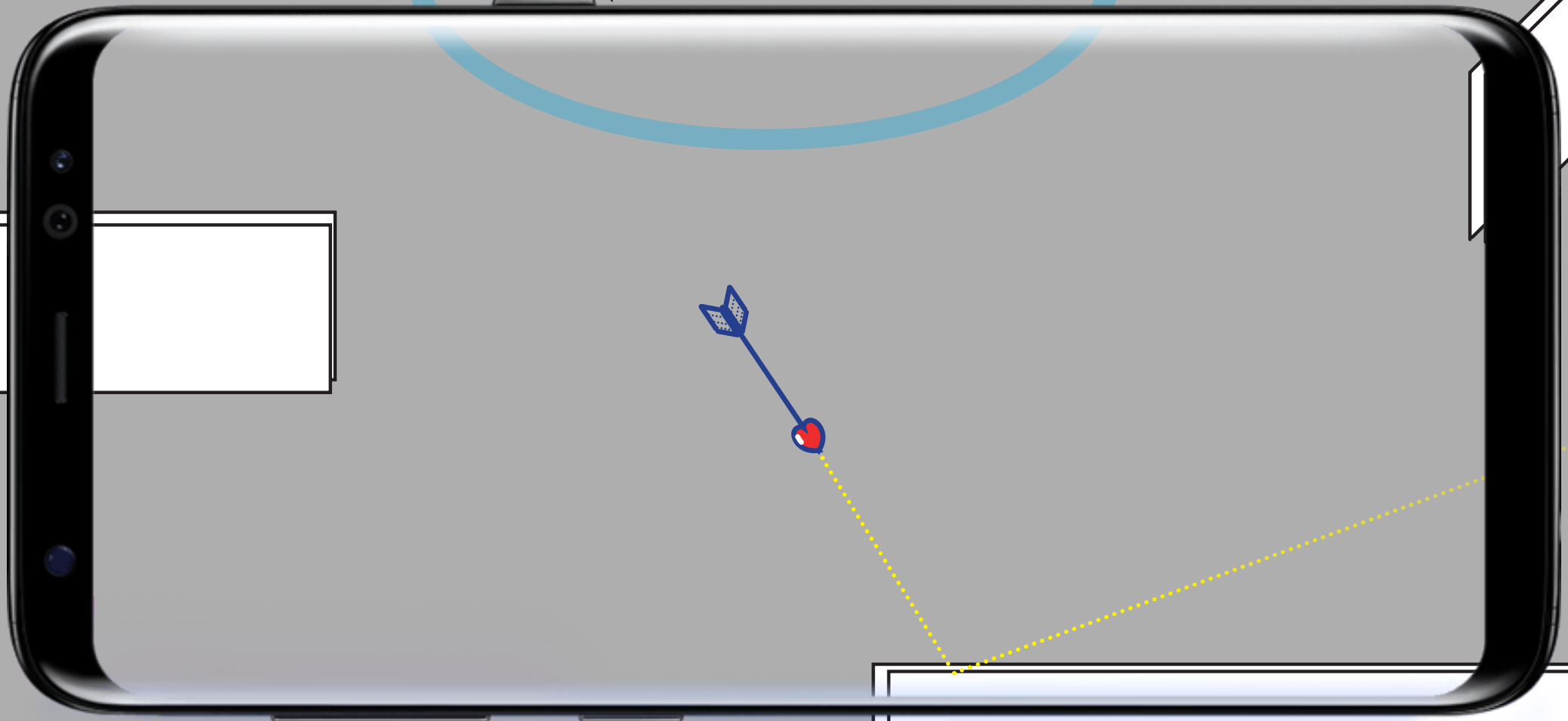
After the arrow is released the camera goes to a locked isometric view with some distance to keep the overview and predictionability of the arrows path.

Beginning of level

The camera is focused on the bar and the text boxes can happen and explain stuff







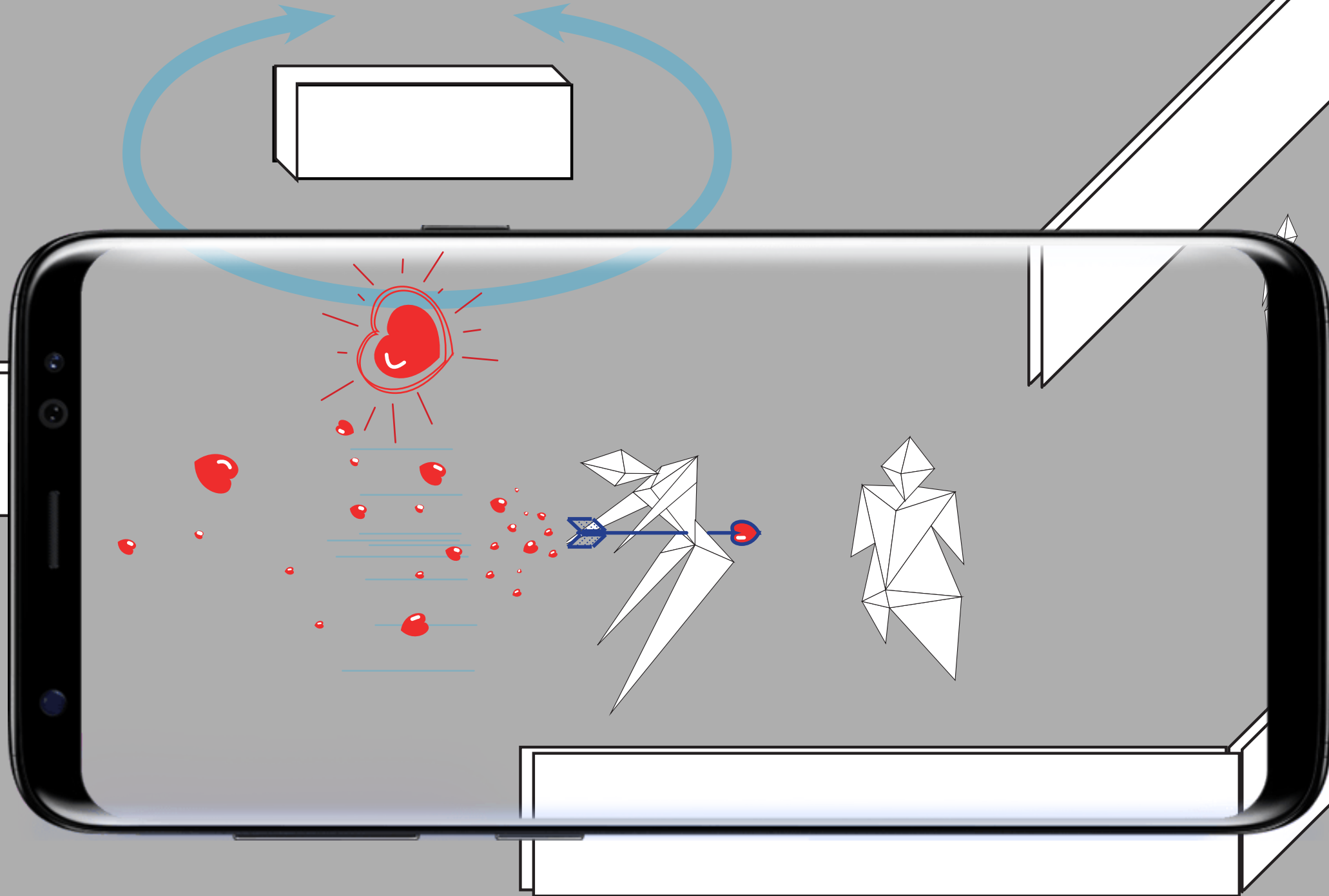
End Camera

Camera zooms out and you can see an exhausted Atlas while the points, score and stars appear on screen

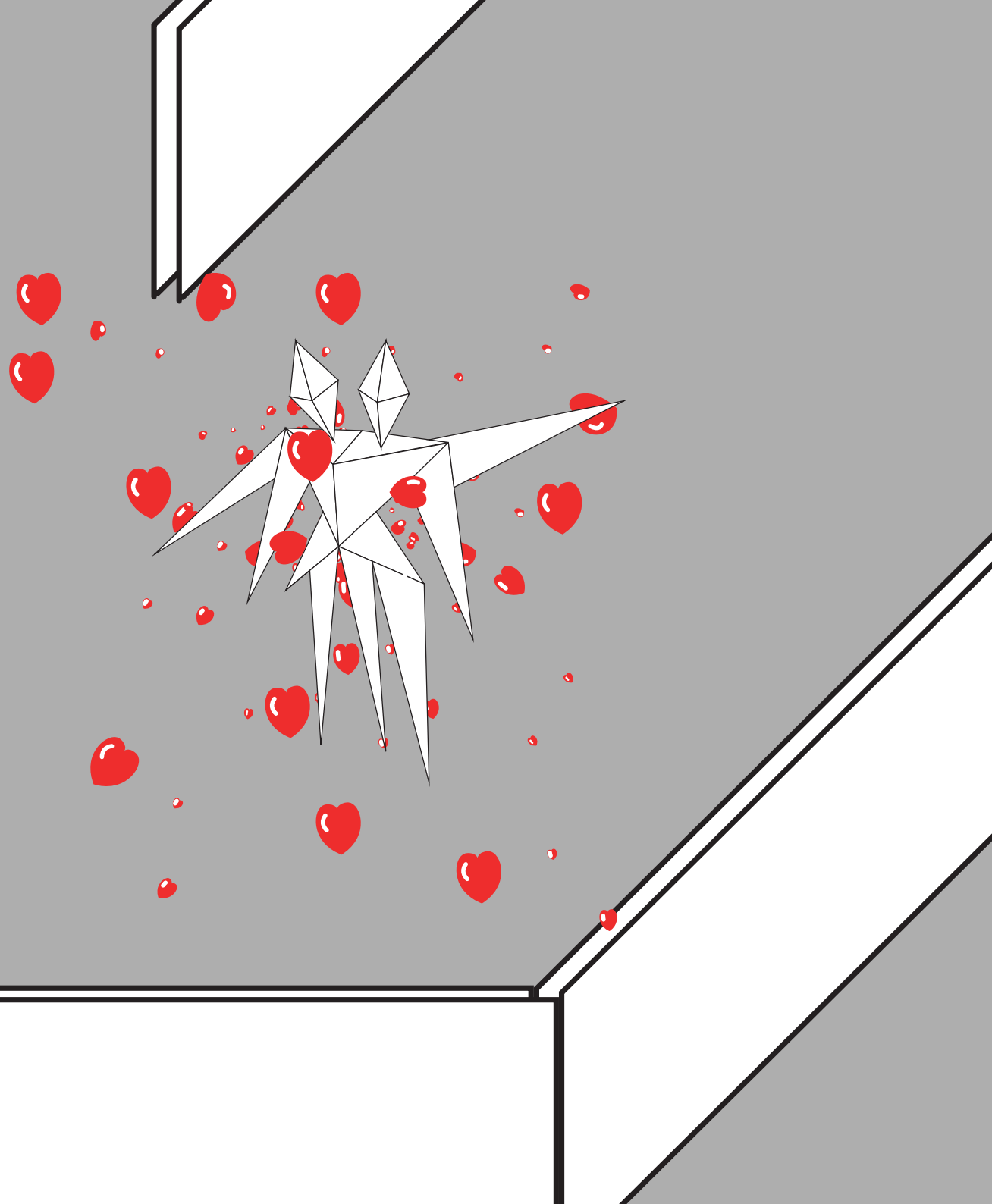


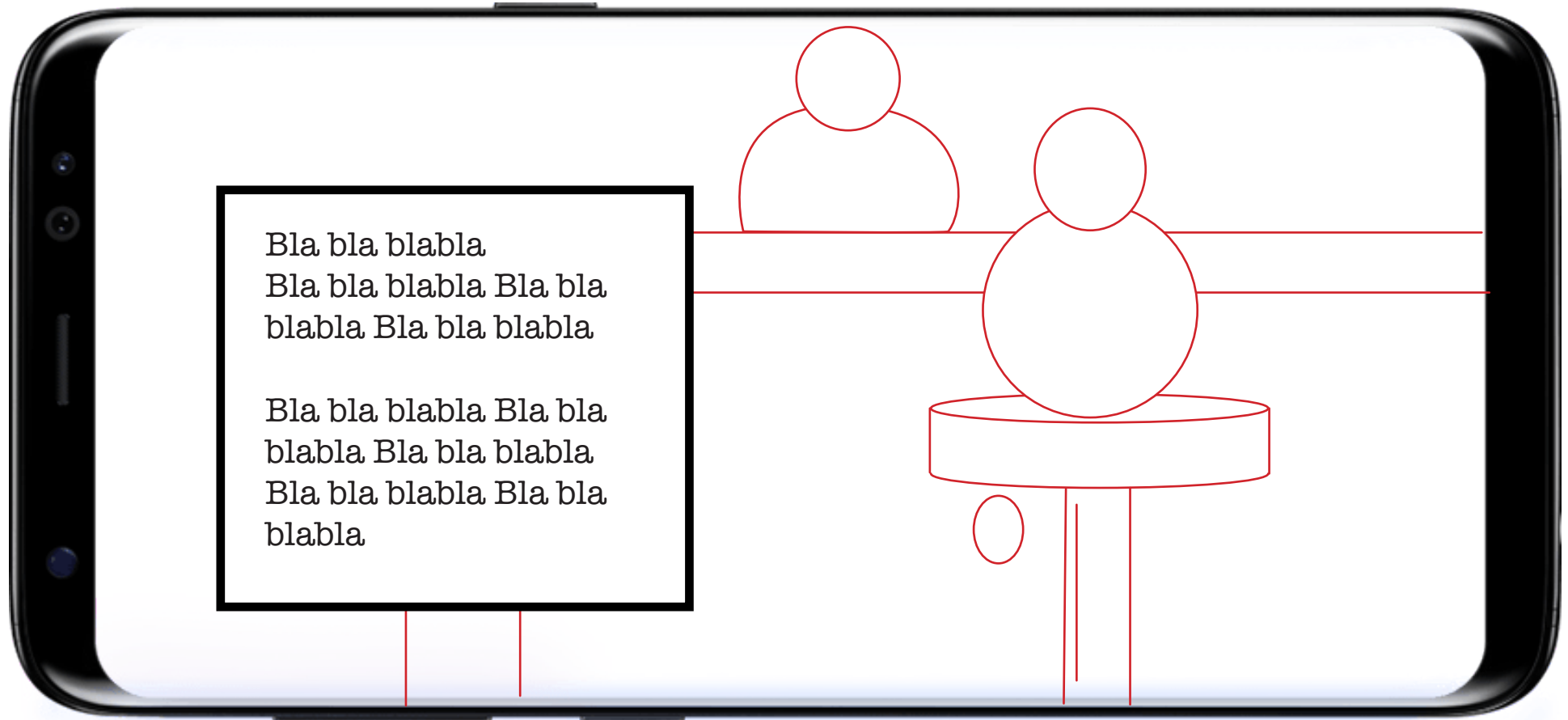
Camera

Camera Transitions



The camera stays at the being made for a short while (Which needs to be tweakable) before going back to the bar starting point.





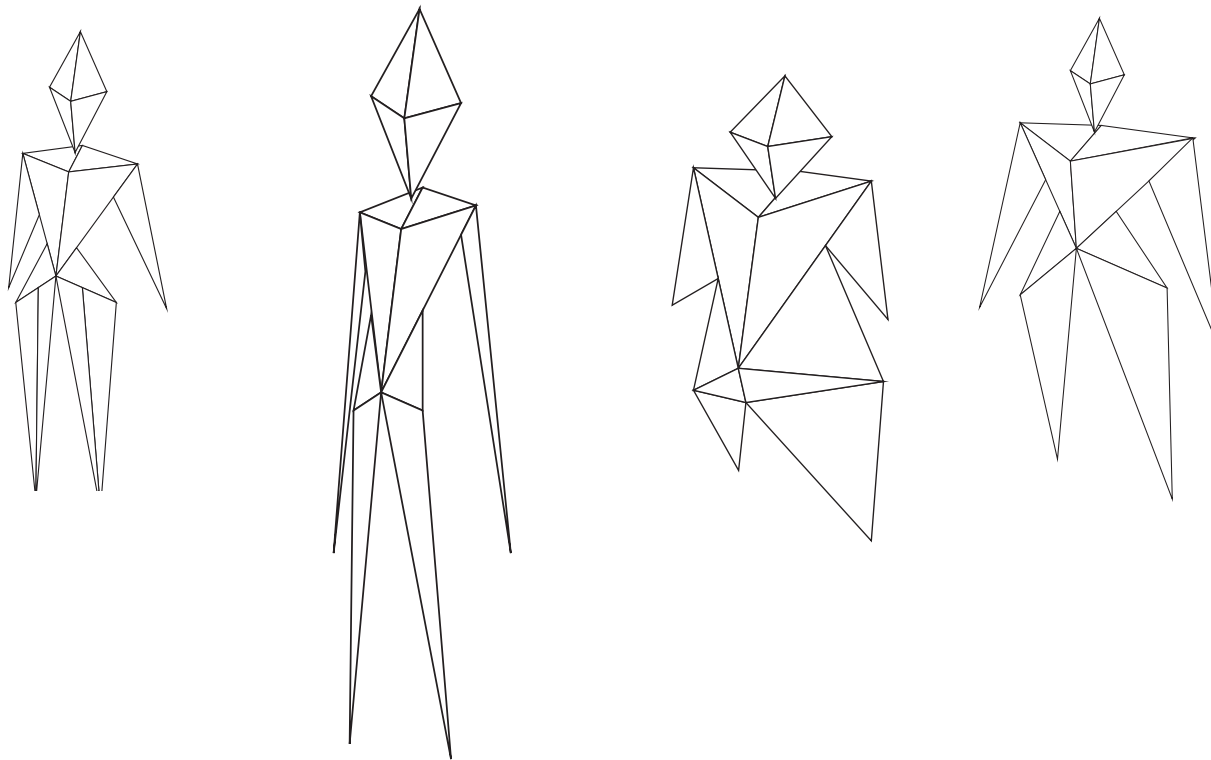
Bla bla blabla
Bla bla blabla Bla bla
blabla Bla bla blabla

Bla bla blabla Bla bla
blabla Bla bla blabla
Bla bla blabla Bla bla
blabla

The Humans will come in different types.
Normal, Sensitive, Brute and **psycho**

All differ in size, speed and was supposed to have a **unique** trait.
Brute would have an armor, sensitive would chase the arrow when within reach and psycho would absorb the arrow.

Two of the **same type** will give a **higher score**.

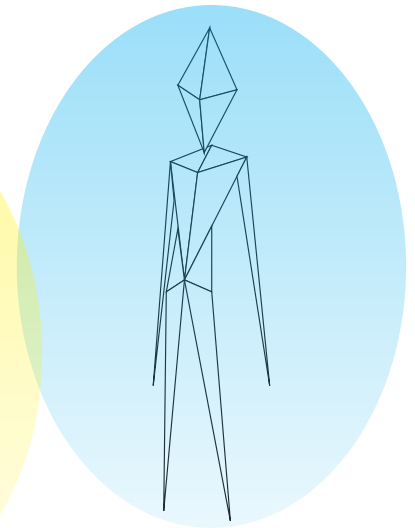
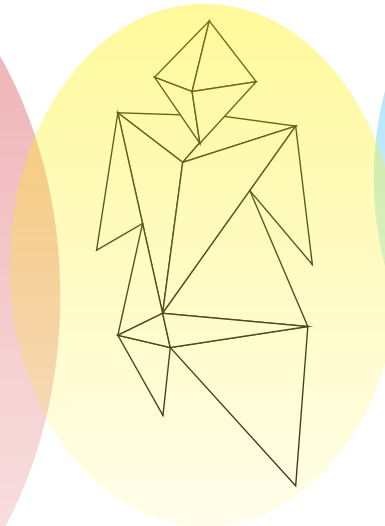
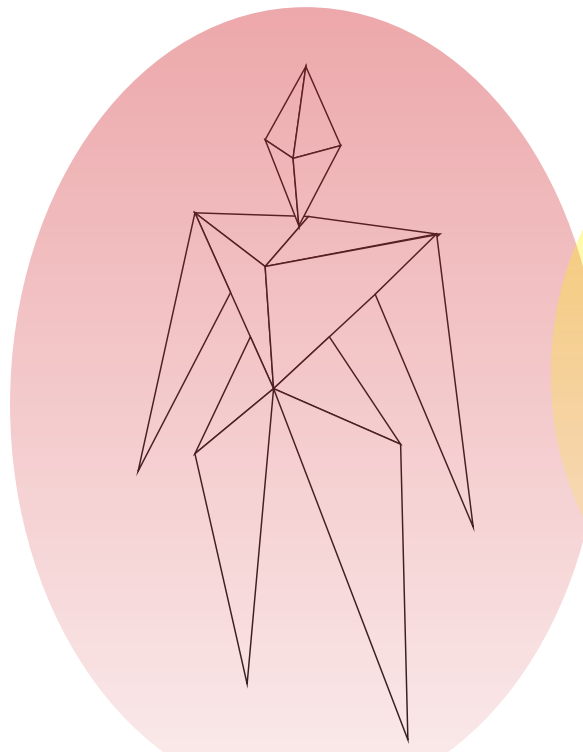
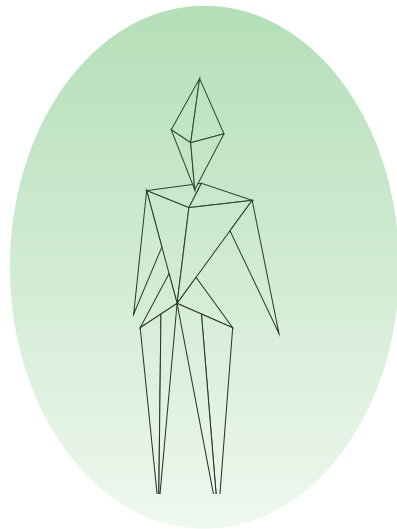


Independently on the type -
Each human contain one **soul type**.

4 types of souls:
Red, Green, Yellow and **Blue**

These will be presented as auras around the people.

Two of the **same souls** matched will provide a **high multiplier** to
the **score**.

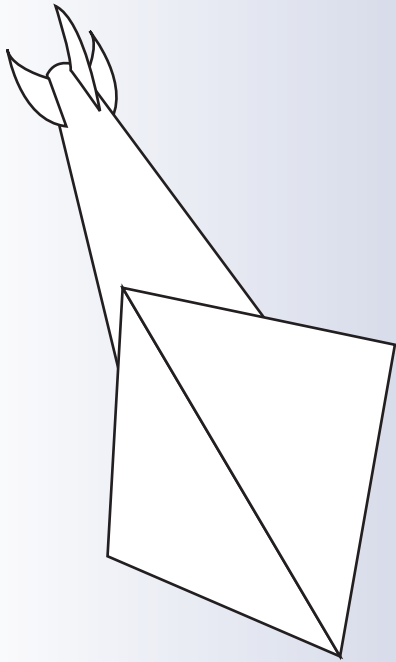


Human Souls

Base Ingredients

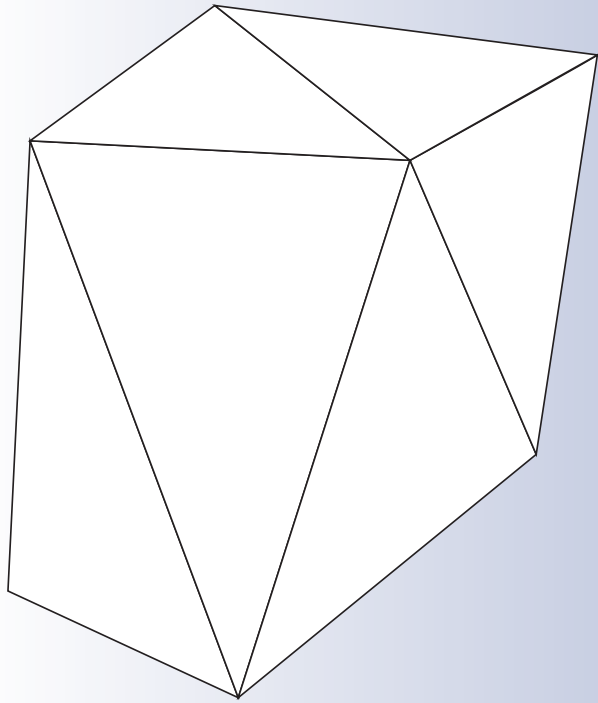
Humans
Obstacles
Bow
Arrow

<i>Humans</i> <i>Stats</i>	I can do that! here hold my beer	Dancing Queen	Lone wolf	The flirt	The introvert
Speed	easy	Medium	easy	medium	hard
Movement pattern	easy	medium	easy	medium	hard
Hits to kill	easy	easy	hard	easy	hard
Radius	-	-	-	long	medium
Trait	-	Dances around in different pat- terns	Has an emo- tional barrier - needs to get hit twice to fall in love	pursues the arrow when it is within reach.	Tries to eva- de the arrow when it is within reach



Speed	10
Movement	Straight
Bounces	5
Spaces for humans	2 at a time
Type	Normal
Damage	

Base Ingredient | ARROW



Speed

Size

Sound when hit

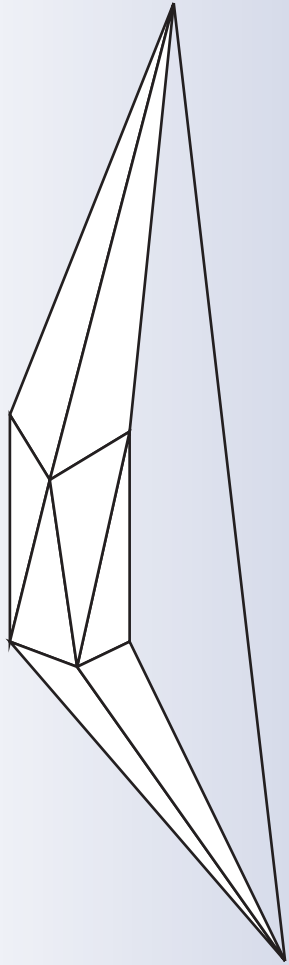
Movement

Hits to kill

Animation

Particle

Base Ingredient | OBJECTS



Speed

Size

Multiplier

Base Ingredient | BOW

Base Types		Type point Board							Base point Board				
Types	Points	Types/Types	Normal	Brute	Sensitive	Psycho		Types/Types	Normal	Brute	Sensitive	Psycho	
Normal	1	Normal	4	4	2	6		Normal	2	4	2	6	
Brute	3	Brute	4	12	4	8		Brute	4	6	4	8	
Sensitive	1	Sensitive	2	4	4	6		Sensitive	2	4	2	6	
Psycho	5	Psycho	6	8	6	20		Psycho	6	8	6	10	
Multipliers		Sum							Base Soul				
Types	Multiplier	Types/Types	Normal	Brute	Sensitive	Psycho		Types/Types	Normal	Brute	Sensitive	Psycho	
Type	2	Normal	12	20	10	30		Normal	8	16	8	24	
Soul	4	Brute	20	36	20	40		Brute	16	24	16	32	
		Sensitive	10	20	12	30		Sensitive	8	16	8	24	
Combo counter	1,5	Psycho	30	40	30	60		Psycho	24	32	24	40	
Sum with combo counter (Change in multiplier table)													
Types/Types	Normal	Brute	Sensitive	Psycho									
Normal	18	30	15	45									
Brute	30	54	30	60									
Sensitive	15	30	18	45									
Psycho	45	60	45	90									

UI

Burger menu

Arrows left

Humans left

Mission

Points

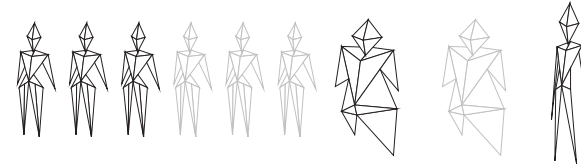
Arrow info:

Bounces left

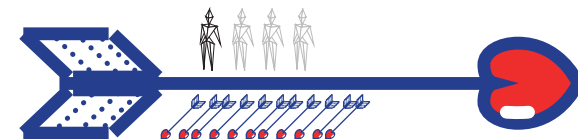
Humans currently on

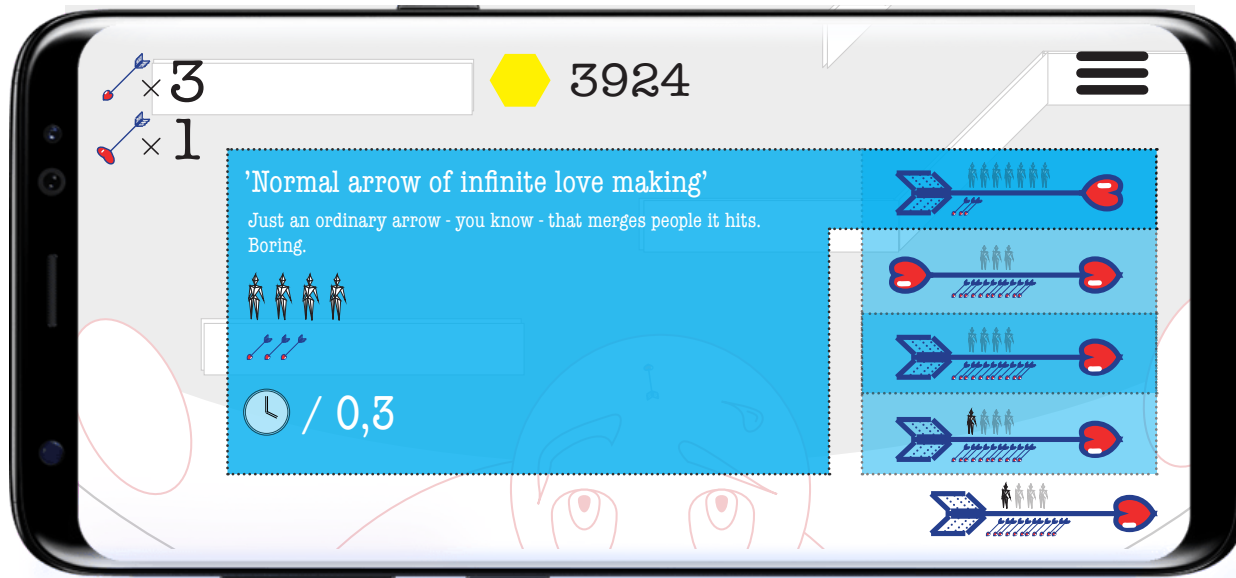
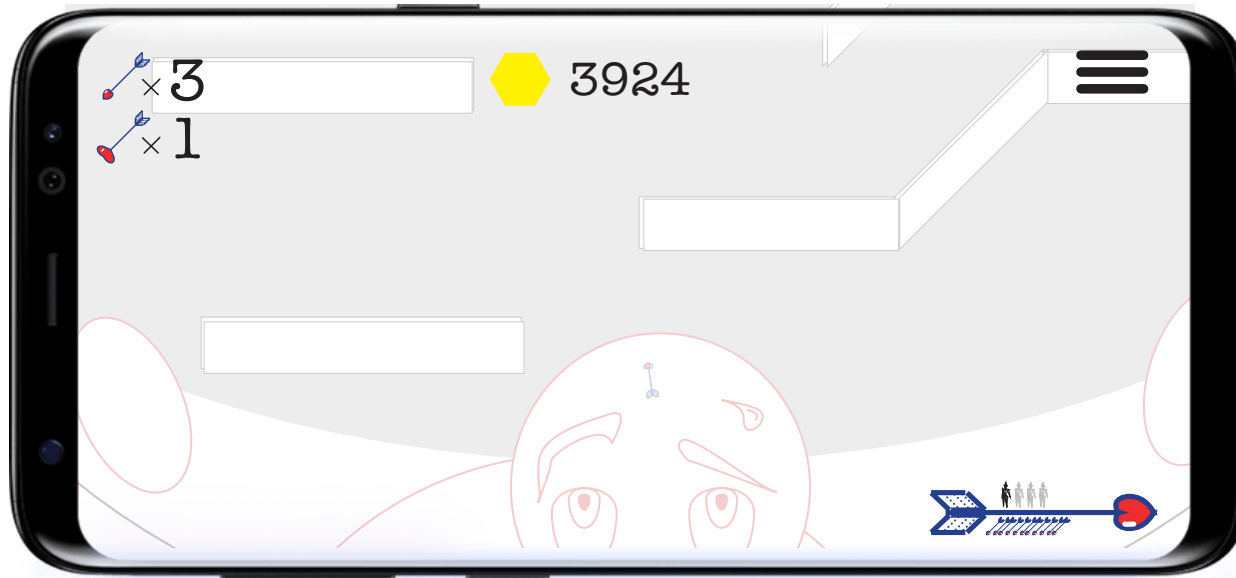
spear

Type



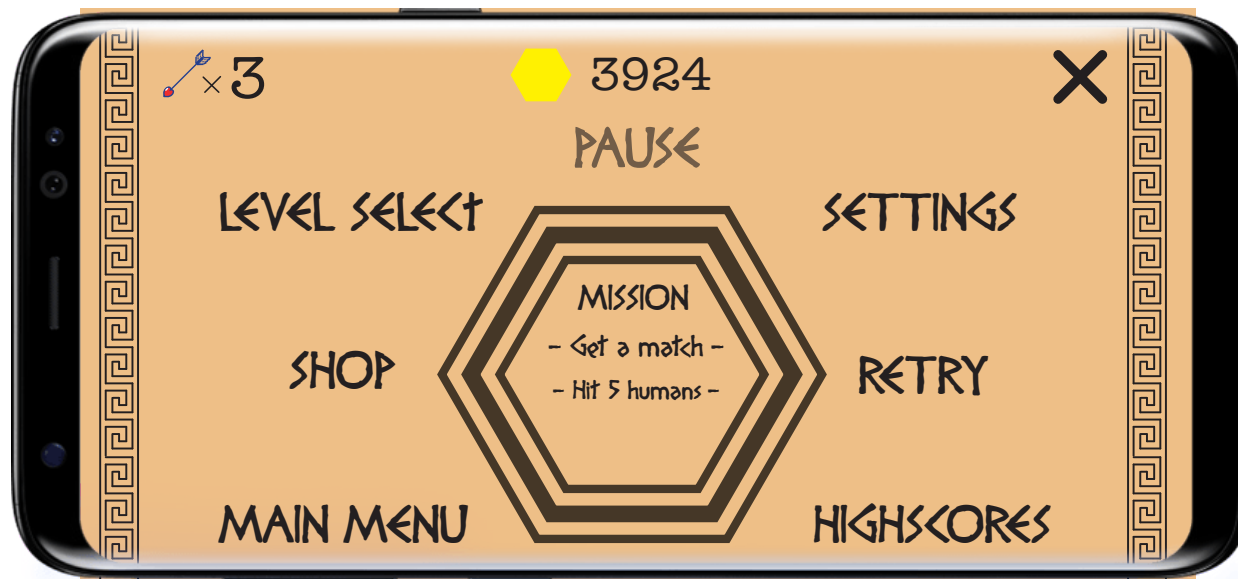
- Make a match
- Defeat a Psycho





UI | Originally intended InGame

Menus



MENUS | BURGERMENU

EROS' ARROWS



Reconnecting people - one arrow at a time

» Begin →

Highscores

About

Settings

Shop

Love at first sight	6 DKK
Arrows made of Lava	12 DKK
Sangria is not from this country	0 DKK
Something	12 DKK
Bow of the guitar gods	56 DKK
Dave that Bowie	6 DKK
Fire is what everyone wants	12 DKK
Sex - like - everywhere	Free
Atlas	100DKK

A cup of coffee might
not solve your problems
- But its nice to have
anyway

Share on [adebook](#)

Greak Freak Love Streak

Reconnecting people - one arrow at a time

» Begin →

Highscores

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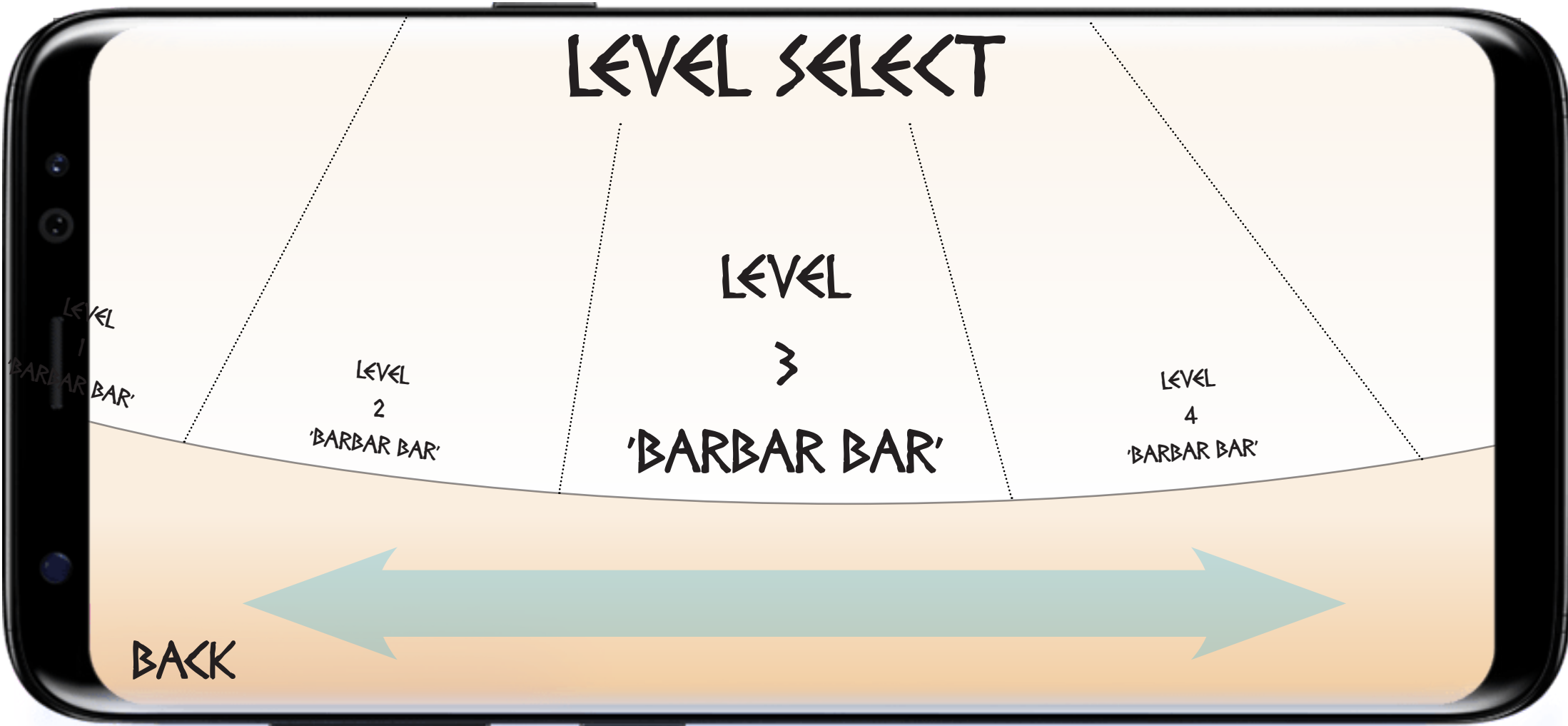


Arrow
Gaias' Bane

This arrow has been passed through eternity. Legend states that it was made of the bones of Gaia which might be a different mythology?

It is said to have a special effect when hitting couples..

Acquire
6DKK



LEVEL SELECT

LEVEL

3

'BARBAR BAR'

LEVEL

2

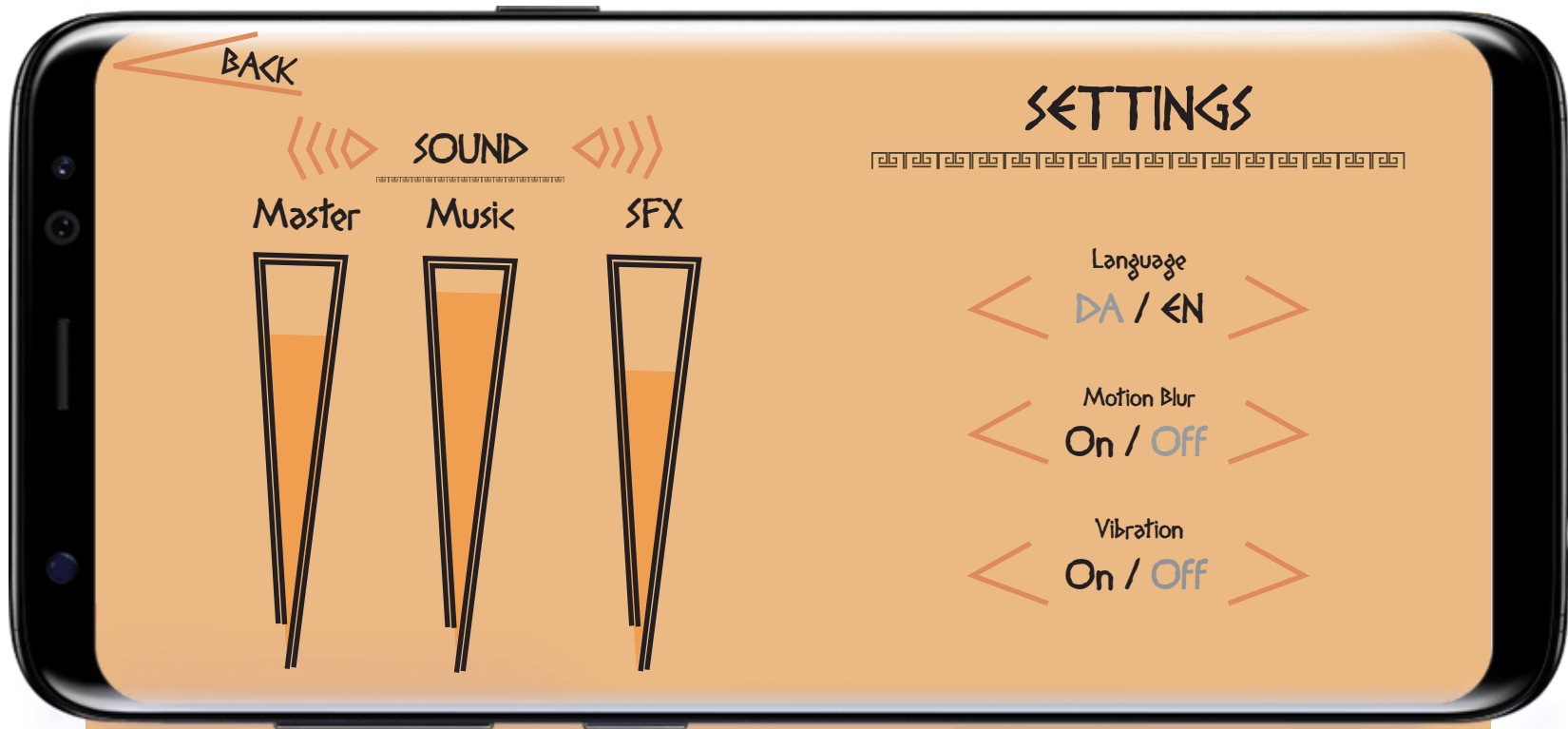
'BARBAR BAR'

LEVEL

4

'BARBAR BAR'

BACK





LEVEL X COMPLETE

Humans hit	x1	10
Bounces	x1	2
Arrows left	x1	20
Matches	x1	40
Perfect matches	x1	80
Combo matches	x2	80
<hr/>		
TOTAL		232

