

FRAGILE
HANDLE WITH CARE



GAME CONCEPT BY
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OVERVIEW

FRAGILE is a multiplayer, free for all, strategy game that uses moving environments and fun tools to create a unique and playful experience. Players are immersed in a factory warehouse environment filled with all kinds of boxes that each have a specific purpose. Some boxes can be collected for points, opened to gain new abilities, and stacked to create custom structures. Conveyor belts will move the boxes around the map, constantly changing the position of desired objects. Collect the most valuable packages, thwart your enemies, and most of all, mind your surroundings in the fun world of FRAGILE.

TARGET AUDIENCE

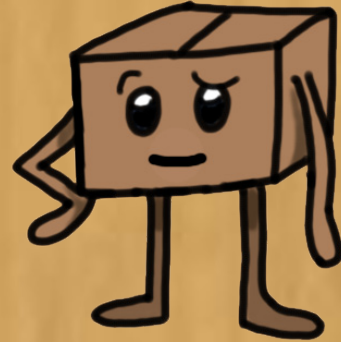
The target audience for FRAGILE is the casual gamer. They would enjoy playing multiplayer games with friends and family. This kind of gamer would enjoy silly and light-hearted play experiences and most likely prefer games such as Rayman or Mario Party. They would like enough competition in game play that keeps things interesting while also ensuring that everyone participating is having fun. Short play time and high replay value are important to these types of gamers.



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THEME AND TONE

FRAGILE is a silly and cartoony game set in the world of a factory warehouse. The theme of boxes and packaging drive the style and content. Several puns on the word and meaning of “box” are integrated to add comedic value. Even the players are boxes! The setting acts as a “playhouse” with many ways to have fun and think of strategies. Players are encouraged to use their imagination and come up with creative experiences with the mechanics (Think outside the box).



GENRE AND PLATFORM

FRAGILE is a third person, multiplayer, strategy, capture-the-flag type game. Due to its focus on spacial awareness, the ideal platform for FRAGILE would be major consoles like the Wii, WiiU, Xbox One, and PS4 that can hook up to decent sized monitor screens. However, FRAGILE is adaptable to a variety of platforms because there are only a few different buttons/keys needed to play the game.



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BOXES

The world of FRAGILE is populated with several types of box objects. These can be moved, opened, and/or destroyed. Boxes can be placed out of or into the way of players. They can be stacked to create obstacles or terrain. They can be thrown as projectiles or act as a shield to absorb hits from attacks if held on to. Some boxes can be opened to acquire the contents within in the form of a power up or ability. All boxes will be able to be destroyed, whether from a certain number of impacts, being opened, or getting put in the compactor (see “Compactor”).



GAMEPLAY

Each player has access to three basic abilities: Pick Up, Throw, and Open/Activate.

Pick Up - Players can pick up boxes as their main action. The player can move while holding a box and the box can be placed back down using the same control.

Throw - A player that has picked up a box can throw the box using different control. Throwing a box will damage some boxes and also damage players if they are hit.

Open/Activate - The player can Open/Activate certain boxes to gain power-ups and abilities. Some abilities will be static and others will have to be activated again once gained. Open/Activate is also used to pull levers to alter the conveyor belts.

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STORAGE BOX

The goal of FRAGILE is to collect the most points in the time given by capturing valuable boxes. A Storage Box is a player's base area, starting/spawning point, and place where boxes can be placed for safe keeping. Boxes worth the most points will be marked with the "fragile" symbol. These boxes must be protected and brought to each player's Storage Box to be scored at the end of the game.



HP (PACKING PEANUTS)

Players have hit points/health in FRAGILE and therefore can be killed. Hit points are represented by packing peanuts that can be gained or lost depending on the situation. Attacks from other players, falls, or other hazards will cause the player to lose packing peanuts. If a player loses all their packing peanuts, they will die and respawn at their Storage Box. Some special collectible boxes will contain packing peanuts and can be acquired to regain hit points.

COMPACTOR

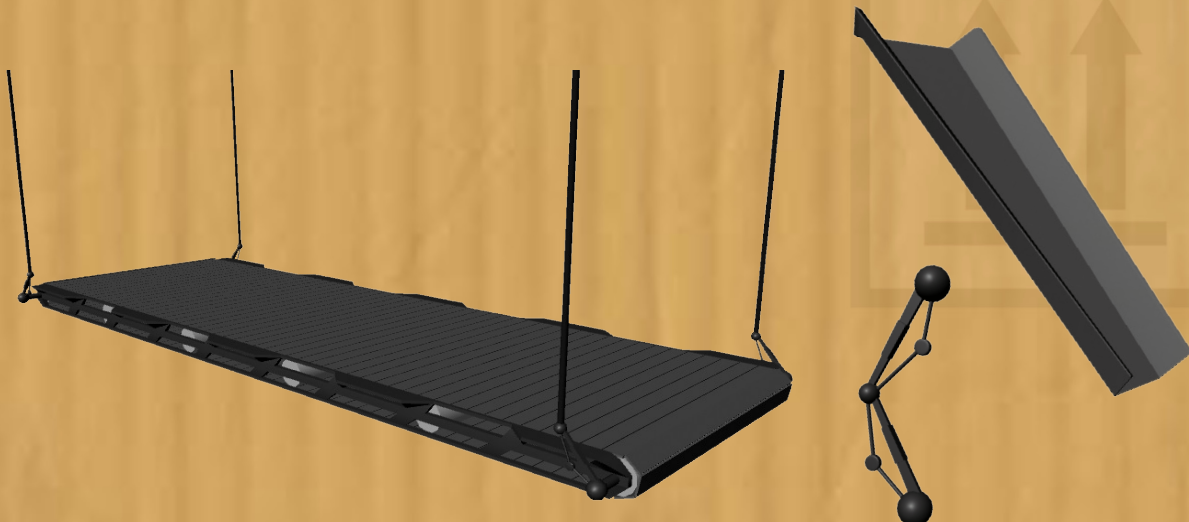
The Compactor is a hazard in the middle of the game arena. It destroys boxes and players that enter its zone. The compactor can be used to kill players instantly if led or pushed into it, making them respawn at their Storage Box. Players can also throw or place boxes in the compactor, destroying them. This can be used to clear clutter, force new boxes to generate, or stop an opponent from gaining a certain power up.

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CONVEYOR BELTS, CHUTES, AND LEVERS

Several tracks of conveyor belts will be structures on the map. These will move boxes in certain directions around the level. Boxes will be generated and placed on the conveyor belts from specific spawn points. Each spawn point will have a set pattern that creates boxes of various types. Players will be able to decipher the patterns of each spawn point to predict when and where certain types of boxes will be generated. There will be a cap on how many boxes that can be in the map at one time, forcing players to destroy boxes in order to generate new ones. Spatial awareness and box management will be important in developing a successful strategy.

The boxes on some higher up conveyor belts will be visible to the player, but not accessible normally. Activated levers will allow boxes from these belts to slide down chutes to be acquired. These levers will lock in place after use, but will reset after a certain amount of time. Players will be able to use these to strategically gain certain boxes from otherwise unreachable conveyor belts.



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BOX TYPES

All boxes except two (Cardboard and Metal) will have symbols on them, displaying what each box contains or does.



Cardboard Box - This is the basic and most common box in the game. It is the most likely box to be generated on the map. It can not be opened and does minimal damage if thrown at and hits a player. The Cardboard Box will be destroyed after three collisions (throwing, punching, impact with fast moving objects).

Metal Box - This box can not be opened and can not be destroyed by throwing, punching, or other collisions. There is a limited amount of Metal Boxes in the game and are always in the same spots on the map. Metal Boxes can be used to shield players from thrown objects and other attacks. They can be moved, but when picked up, the player's movement speed and maneuverability is impaired substantially.

Treasure Box - This box is used to score points and must be deposited into a player's storage box. They are fragile and can be destroyed easily. Treasure Boxes have three different types that have a different point values.

Standard Treasure Box - The normal Treasure Box, always worth the same number of points. Can be stolen from Storage Boxes, but decrease in value each time placed in a new Storage Box.

Lock Box - Worth a large number of points. Can not be stolen.

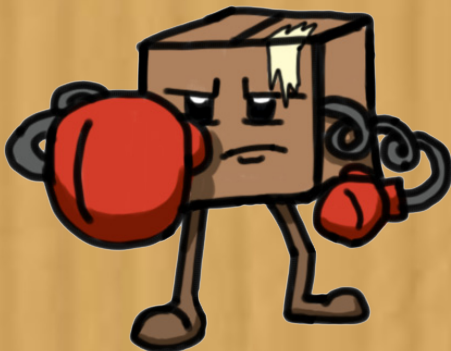
Mystery Box - It is unknown exactly how many points are contained in this box and is a random number every time. Mystery Boxes can be stolen from Storage Boxes.

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Spring Box - The Spring Box acts as a way to propel a player in a certain direction. The direction is specified by the arrows displayed on the logo of the box. A player can open and therefore activate the Spring Box when close to it, whether it is underneath, in front of, or being held by the player. This can be used as a “super-jump,” shooting the player upwards in the air. The Spring Box can also push players a reasonable distance horizontally depending on where the spring box is pointed. One Spring Box can be used five times before disappearing.

Health Box - The Health Box is a box full of packing peanuts. It will restore missing hit points to a player when opened. Health Boxes disappear after opened and used once.



Boxing Glove Box - When opened, the player gains the boxing ability. The boxing ability gives the player a short ranged punch attack. This can be used to damage opponents and knock them back a small distance. The box itself disappears when opened, but the ability lasts for a set amount of time.

Bubble Wrap Box - This box can be opened to gain the bubble wrap power up. With this power up, the player gains a temporary immunity to damage. The box disappears after opened.

GAME MODES

Classic - FRAGILE is designed for multiplayer free for all. The primary game would support two to four players and split the screen between them on a monitor.

Single Player - A single player mode would be implemented to learn and practice with the game mechanics. The player would compete against a computer opponent of varying difficulty.

Team Multiplayer - In this mode, teams would be pitted against each other instead of an all out free for all. This would allow unique strategies to be devised and new roles might emerge.

Online Play - Ultimately, FRAGILE should be integrated for an online play experience in order to expand the player base and allow competitive growth for players.

CONCLUSION

FRAGILE is a game with simple mechanics, but has the potential to be extremely emergent. With the tools provided, players can create many interesting interactions. The constant movement of objects by conveyor belts adds a new twist to the classic capture-the-flag type of game. The theme and characters are driven by the simple idea of boxes to create a silly, playful experience.