

# Game Mode 2 - Chickenball

## Mode Details

**Symmetrical multiplayer** with 2 teams, 4v4 PvP.

Possibility of gameplay with or without **splitscreen** with **online multiplayer**.

Target length per game: 5-10 minutes.

Possibility for smaller maps with smaller teams such as 3v3 or 2v2.

This game mode relies on the same gameplay mechanics as game mode 1: **It is basically game mode 1 without territory capture gameplay.**

## Gameplay Description

Competitive team-based game mode inspired by handball.

### Recent changes on top of current implementation:

- 1) Spawn points that don't spawn a rooster egg now spawn an explosive egg.
- 2) As before, one spawn point spawns a rooster egg every round. The size of the spawned rooster egg is now random: small, medium or large. Small, medium and large roosters spawn out of corresponding eggs and each one of these roosters have different score values.
- 3) Delivering rooster eggs to a base adds to team score. Delivering explosive eggs to a base subtracts from the team score. False scoring is possible.
- 4) Explosive eggs explode upon colliding after they are dropped or thrown, creating an area explosion that knocks players back and make the egg /rooster carriers drop them. Friendly fire is possible.
- 5) The goal is to have the higher score at the end of 5 minutes. A tie leads to a 1 min overtime.

## GOAL

The goal is to deliver roosters to **your team base**. There is a **timer** of 5 minutes per match. The team with higher **score** at the end of the timer wins the round.

- In case of a tie, an overtime period of 1 min is held.

Players start at their team base.

- Each team has a base.
- This base is an inaccessible(?) fenced area where roosters need to be delivered/tossed into.

## ROOSTER EGGS

A **rooster egg** spawns randomly at (one of) the **spawn location(s)** on the map.

- A rooster egg spawns **when the match begins** and **5 seconds after a team scores**.
- If there are multiple spawn locations on the map, rooster egg spawns randomly at one of them.

A rooster hatches out of the rooster egg when it's picked up. The size of the hatched rooster is randomly determined.

- Tiny roosters are not present in this game mode, as they would not even be worth carrying.

Each rooster type has a **score value**.

Size	Score Value
Small rooster	10

Medium rooster	15
Large rooster	20

## EXPLOSIVE EGGS

As stated in the previous section, rooster eggs spawn at one of the spawn locations when the match begins and 5 seconds after a team scores.

The spawn location(s) that don't spawn the rooster egg instead spawn an **explosive egg**.

Explosive eggs have two uses:

- Create an area explosion/knockback effect. Other egg or rooster carriers drop their eggs when hit by this area effect. Friendly fire applies.
- Subtract 5 from the team score if they are tossed into a team base.

Egg	Score Subtraction Value
Explosive	5

## FALSE SCORE

A red team member delivering a rooster to the blue base scores for blue base.

A red team member delivering an explosive egg to the red base subtracts from their own score.

## SPAWN FORCE

When a rooster or explosive spawns at a spawn location, a radial **force** actor triggers on the spawn point to push away campers.

- The spawned rooster or explosive egg is not influenced by this force.

## PASSING

The same mechanics from game mode 1 are used.

Rooster ball can be **passed** between players with the throwing mechanic. It can also be **caught mid-air**.

Players who are not carrying the rooster can **tackle** enemy players (including the enemy rooster carrier).

When a rooster is dropped, the same behavior from game mode 1 is triggered. It first runs around and then despawns after a set amount of seconds (5).

~~An animal (like a running goat) with an AI can be used as a **goalkeeper** (also mentioned in game mode 1). The goat can attack the players or even grab the rooster with their mouth and pass it to the nearest friendly player.~~

## Level Design

Maps do not have to be plain fields as used in real-life sports: Some maps can feature certain obstacles and level hazards also used in game mode 1, including weather effects that affect navigation and animal hazards (such as running goats).

Obstacles unique to this mode can also be created: For example a map with electric fences from which the rooster does not bounce off but gets zapped or destroyed.