Destruction Golf

Plot overview

People are destroying cities by playing golf with exploding golf balls. Why are they doing this? There could be several reasons:

1. We don't care. It's fun. Move along.

2. The cities are totalitarian nightmare cities, controlled by The Firm, or whatever, and our plucky young heroes, led by a mad professor, are fighting back for freedom and humankind. Destroying each building in a fortress city will reveal areas of green and verdant land, so it'll start to cheer up as you progress - the music may even change to a "happy" mix after you've destroyed 60% or so.

We also have a subplot where the professor's not paid his income tax, and the Inland Revenue have sent an agent after him. We're calling this guy the Tax Man, and he looks a bit like Mr Hyde, with a pipe and a bowler hat. He's included as a sketch on the stats sheet, actually. The Tax Man could be like a boss on each level.

Which of the plots we pick depends on time and interest, but I'm more than happy to keep working on the story to make the game a richer experience!

We're planning four levels initially, all based on familiar locations. There'll be a London-style city, a Tokyo-style one, a New York style-one and a Dubai-style city. Not these specific places, but places influenced geographically and architecturally after them.

If you want different levels that's fine too,

Music

I enclose four small mp3 samples, which are examples of music from the game.

Roof.mp3 - possible title screen tune
Victory.mp3 - level complete
Gamer Over.mp3 - self-explanatory
Character.mp3 - character select screen.

Hope they sum up the offbeat/ retro atmosphere of the game!

Artwork

Images included:

Characters.jpg - these are stat sheets for the characters' different abilities in the game. So 'normal' man is average, small girl is fast but weak, big man is slow but strong. The extra ones like professor and rock man can be built in should there be time.

big man.jpg - sketches and ideas for the 'big man' character (he may also be the scientist, if we use only 3 characters)

normal man.jpg - sketches for the 'average hero'.
Gameplay

We're still holding out for 3D if possible, but otherwise it would work in 2D. Basically, it'll be a basic case of smashing golf balls into buildings and making them fall down. There'll be a physics system in place, and the idea is to destroy as much of the city as possible before your golf balls run out (i.e. within a par system). As it gets tougher, an army of robot ants will be around building the city back up, so they need destroying too. Combos and hitting special item boxes can unlock powerups of various kinds.

In multiplayer, it'll be a turn-based competition, in which you tackle the city together to score the highest over friends.

Every couple of levels the Tax Man will show up as a boss and we'd like to arrange some way to have a fun one on one golf fight with him.

As you can see, we need cool ideas to complete this plan!

Peter Gothard et all
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