

Shrek 3 Brainstorm Ideas

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CANNONBALL CHAIN

Two or more Cannonballs are connected via a chain. To move a Cannonball, pick it up and carry/throw it or attack it. Shrek can use this double Cannonball as a swinging weapon (holds one end and swings the rest like a mace) Use Cannonball Chain when 2 or more weight items must be placed on two or more separate floor switches. Multi-chain puzzle requires player to move/place a 4 cannonballs all connected via chains on floor switches in the proper sequence to open a door way at the end of the chain. A more advanced version is the same sequence, but instead of a door opening, a wick or torch comes out to be lit - and player must light the first cannonball to light the wick, which activates something else (door, bridge, etc.). To ensure player lights first cannonball, the floor switches should be in a hallway so they cannot simply light the last one and step away (lighting last one will activate them all one after another, so they must stay clear of the explosions at the beginning of the hall.

MULTI-TIERED WATER PUZZLE

Start at top, fill basin with water then lower to each level. Raft starts either at bottom or must be found and pulled into water to get across to different sections. For further depth, have waterway split into a maze that has walkways for a maze, but also split water sections that require more than 1 raft.

CRATE PUZZLE

Huge warehouse stack of crates that have springs and objects necessary for puzzle completion inside various crates. Break the crates in the right order to get to the right objects. Setup should reset when you leave so you can keep trying.

MINIGAME ACCESS

When a Hero Time is accessed, in order to keep players on their toes, why not have a generic minigame that determines exactly who's Hero Time it will be? For example, the winner of these "Minigame Access" games (many previously mentioned by various people) would get to be the one to play the Hero Time in question (for 2-4 players):

- **Rock, Paper Scissors** - On the count (and beat) of three, each player must decide on either Rock, Paper or Scissors. To maintain a uniformed control system for each platform, players would simply toggle between three choices (in a triangular HUD shape), then use one button to make their choice. This could lead to interesting "faking" between players (last second switches, etc.). Rather than just two players participating, all four could if there is a tiny bit of time on the third beat to make a choice, and base the winner on the last possible choice (winner is determined in order of first entry to the last... so the best players will make their

- choice at the last millisecond). This window should be small enough so that only super-fast players can benefit from it, but internally, the program would register the order of entries and choices. In the event of ties, either entries or choices, a new round is played with only the relevant players. The winner plays Hero Time!
- **Tag** - Each player starts with a HUD point total (some predefined number). To start, one player is randomly selected to be "it." While "it," a player's point total ticks down. Once a new player is tagged, he/she/it becomes "it," and so on. A 30-second timer ticks down and the player with the most points gets to play Hero Time!
 - **Hot Potato** - Each player starts with an empty HUD meter. To start, one player is randomly selected to be holding the "Hot Potato" (can be anything, really). While holding the Hot Potato, the player's meter fills with red quickly. By pressing the Throw button, another player gets the Hot Potato (who ever is most-directly in the line of sight of the Hot Potato thrower). The player with the least red in their meter gets to play Hero Time! Players who reach maximum red are out until the minigame ends.
 - **King of the Hill** - Each player starts out at the base of a small hill with an empty HUD point total. Whoever is standing in the SMALL circle at the top of the hill (big enough for one player to stand in) gets points. Players can knock each other out of the circle. Players should "pop" into the circle to make it easier to stand in it when it's empty. A 30-second timer ticks down and the player with the most points gets to play Hero Time! *NOTE: A bucket would be a likely alternative to the circle (jump in, get knocked out, etc.)*
 - **Cold Potato** - Each player starts with an empty HUD point total. To start, one player is randomly selected to be holding the "Cold Potato" (can be anything, really). While holding the Cold Potato, the player gets points. By attacking the player with the Cold Potato, the Potato is sent into attacking player's possession. The first player to 10 points wins.
 - **Maze Race** - All players are trapped in cages inside of a small maze populated with many enemies. Trapped players can break their way out by doing "x" damage to their cages. Whoever reaches the exit first wins. Bombs should populate the maze and be armed by touching them for some added spice. The winner gets to play Hero Time!

DAMAGE SYSTEM

This concept provides every character or object with a certain amount of damage points he/she/it can sustain, called Hit Points (or "HP"). In addition, each character or object can withstand a certain amount of damage per encounter, or round, called Round Hit Points (or "RHP"). Any damage inflicted is referred to as Damage Points (or "DP"). These elements are modified by any armor provided, known as Armor Points (or "AP"), and by combining all elements, we can determine the Knock Back (or "KB") distance the character or object should follow. The following describes how each element inter-relates with one another:

Round Hit Points (RHP) - Damage Points (DP) + Armor Points (AP) = Knockback (KB) distance (in meters). In short:

$$\mathbf{RHP - DP + AP = KB}$$

(Positive KB values indicate that the attacker gets knocked back when attacking the said character or object)

For example, a Giant Wolf bites GBMan. Assuming GBMan's RHP = 8, Giant Wolf's DP = 12 and GBMan's AP = 2, we find that the KB = (8 -12 +2 = -2), or in plain English, GBMan is knocked back 2 meters when hit by the Giant Wolf.

NOTE: Each character should have a Maximum KB (or "MKB") to avoid having items flying 10,000 meters when being hit by especially strong attacks.

DPT DOA

Cruise the streets of FFA and take out "x" number of DPT wagons (or carts) within a certain period of time. Fail and you start over or exit the minigame. REVENGE!!!

COMBAT WAGON

Our team gains access to an enormous flatbed wagon that will take them somewhere downhill through a series of Y-forked pathways surrounded by boulders, large bushes, cliff walls, or something like that. The large flatbed wagon rolls down precarved pathways (wheels fall into grooves worn down over time). The car moves at various speeds, depending on what the gameplay calls for, including:

- Enemies on-board to fight (fight) - enemies could jump down from above (cliff-side paths on either side) or they could be conjured via magic
- Obstacles crashing down on flatbed (avoid)
- Obstacles on path that force player to jump, move left/right or duck (avoid)
- Man gun turrets to fend off enemies (shoot)

- Switch tracks (left or right) at a fork by pulling lever (that tilts left or right) - useful for learning the best possible pathway - all of which lead to the end, but only some of which have the best pick-ups (puzzle)

GIANT DARK KNIGHT

The evil magician has conjured the terrible 100-foot tall Dark Knight, to make its way towards a village and destroy it. Our team has been captured and are being held in a waist pouch of the knight. They escape the pouch, and must make their way to the head, where the knight's weak spot is. Gameplay includes:

- Players move on the surface of the knight, by climbing chainmail and running along narrow grooves in the armor.
- Knight will attack players at certain times by first slapping his hand down on his armor (avoid) then by slamming sword down on himself when he's really mad (doing damage to himself)
- Enemies have nested in the armor and attack the player (throwing objects at them or flying and biting/spitting)
- Knight is walking forward the entire time, and our team must reach his head and stop him before he reaches the village.
- Once at head, our team must knock out each eye
- Smart players will get him to knock himself out at this point!
- For added gameplay, the wizard can be riding his shoulders to harrass player then leave if damaged enough