

BOTTARU

Game Whitepaper v1.0

Genre: 2D Tactical Bomber / Arcade Action

Style: Pixel Art • Competitive • Fast-Paced • Multiplayer-Ready

Platform: Web / Desktop Browser

Game Name: BOTTARU

1. Overview

BOTTARU is a fast-paced 2D tactical bomber game built around positioning, timing, chain reactions, and controlled destruction.

Players enter compact arenas filled with destructible objects, hidden resources, environmental hazards, and rival Bottaru fighters. Every match begins with limited explosive power. Players must destroy the environment, collect upgrades, control territory, and eliminate opponents before the arena collapses around them.

BOTTARU takes the simplicity of classic grid-based bomber games and expands it with modern combat systems:

- Chain-reaction explosives
- Character abilities
- Environmental interactions
- Temporary equipment
- Dynamic arenas
- Competitive multiplayer
- Player progression
- Seasonal content
- Cosmetic customization

The goal is simple:

Plant. Escape. Chain. Survive.

2. The World of Bottaru

Deep beneath the surface lies **Bottara**, an industrial world powered by an unstable mineral known as **Ignite Core**.

For generations, Bottaru engineers learned to compress Ignite Core into small explosive capsules used to power machines, cities, vehicles, and weapons.

Eventually, the supply became scarce.

The largest factions of Bottara began competing for control of the remaining Core Fields.

Instead of sending armies, disputes are now settled inside enormous industrial combat arenas known as:

THE BLASTYARDS

Inside the Blastyards, specialized fighters called **Bottaru** compete to secure Ignite Cores and prove which faction deserves control of Bottara's energy network.

Every arena is therefore both a competition and a battlefield.

Walls break.

Machines explode.

Power changes hands.

Only one Bottaru leaves standing.

3. Core Gameplay

BOTTARU uses a top-down 2D arena divided into movement tiles.

Each player begins with:

1 Bomb

Low Blast Range

Standard Movement Speed

Basic Bottaru Ability

Players navigate the arena and strategically deploy bombs.

After a short fuse, bombs explode horizontally and vertically across the arena.

The blast can:

- Destroy breakable blocks
- Trigger nearby bombs

- Activate machines
- Eliminate opponents
- Reveal hidden upgrades
- Open new routes
- Destroy environmental objects

The core combat loop is:

Move → Plant → Escape → Detonate → Collect → Upgrade → Trap → Survive

A normal match is designed to last approximately **3–6 minutes**.

4. Chain Reaction System

Chain reactions are the heart of BOTTARU.

When one explosion reaches another bomb, the second bomb immediately detonates.

A skilled player can create sequences involving multiple bombs across different sections of the map.

Example:

Bomb A → Bomb B → Fuel Tank → Bomb C → Enemy

This creates opportunities for advanced players to manipulate the battlefield rather than simply placing explosives beside opponents.

As matches progress, arenas become increasingly open and dangerous.

Early game rewards exploration.

Mid game rewards positioning.

Late game rewards execution.

5. Power-Up System

Destroying blocks can reveal temporary upgrades.

Blast Core

Increases explosion range.

Range:

1 Tile → 2 Tiles → 3 Tiles → 4+ Tiles

Bomb Pack

Allows additional bombs to exist simultaneously.

Capacity:

1 → 2 → 3 → 4+

Turbo Boots

Increases movement speed.

Detonator

Allows the player to manually trigger deployed explosives.

Reinforced Shell

Allows the player to survive one explosion.

Ghost Step

Temporarily allows movement through destructible objects.

Kick Module

Allows bombs to be kicked across the arena.

Throw Module

Allows bombs to be thrown over walls.

Magnet Core

Pulls nearby dropped resources toward the player.

Power-ups reset between standard matches to maintain competitive balance.

6. Bottaru Characters

Instead of every player having identical abilities, BOTTARU introduces specialized fighters.

Each Bottaru has one tactical ability.

RAKKU — The Starter

Balanced movement and explosion control.

Ability: Quick Fuse

Temporarily reduces the fuse duration of the next bomb.

MOKI — The Runner

Built around mobility.

Ability: Overdrive

Receives a temporary movement-speed boost.

GARA — The Tank

Designed for defensive play.

Ability: Blast Guard

Survives one explosion during a short protection window.

ZAPPA — The Engineer

Controls machines and traps.

Ability: Remote Link

Remotely triggers the nearest deployed bomb.

KIBI — The Trickster

Designed around unpredictable positioning.

Ability: Bomb Swap

Instantly switches positions with one deployed bomb.

Additional Bottaru characters can be introduced through future seasons.

Characters are intended to provide different strategies without creating direct pay-to-win advantages.

7. Arena Design

BOTTARU maps combine permanent structures with destructible environments.

A typical map contains:

- Permanent walls
- Breakable crates
- Explosive barrels
- Energy generators
- Hidden passages
- Power-ups
- Traps
- Moving machines
- Environmental hazards

Example arenas include:

Bottara Factory

Industrial pipes, generators, steam vents, and explosive fuel tanks.

Neon District

Cyberpunk streets filled with electrical hazards and vending machines.

Scrap Valley

A massive junkyard containing moving crushers and scrap piles.

Core Laboratory

Experimental reactors periodically change sections of the arena.

Magma Vault

Lava gradually destroys parts of the playable map.

8. Dynamic Arena System

Unlike completely static bomber arenas, some BOTTARU environments evolve during the match.

Events may include:

Arena Collapse

Outer sections become inaccessible.

Power Surge

Electronic objects temporarily activate.

Core Overload

Bomb fuse times become shorter.

Magma Rise

Hazardous tiles begin consuming the arena.

Blackout

Visibility becomes temporarily limited.

These events prevent players from remaining in safe areas indefinitely.

9. Game Modes

Blast Royale

Classic free-for-all.

Players: 4–8

Objective: Last Bottaru standing.

Core Rush

Players collect Ignite Cores scattered throughout the arena.

The player or team holding the most cores when the timer ends wins.

Duo Blast

2v2 or 4v4 tactical combat.

Teams coordinate traps and chain reactions.

Bomb Run

Players race through obstacle-heavy environments while using explosives to create paths.

Survival Yard

Players face increasingly difficult waves of enemies and environmental hazards.

Ranked Arena

Competitive matchmaking based on player rating.

Seasonal ranks may include:

Copper
Iron
Chrome
Ignite
Nova
Blastmaster

10. Progression

BOTTARU separates **competitive power** from **player progression**.

Playing matches earns:

XP

Used to increase account level.

Scrap

Standard gameplay currency.

Core Fragments

Rare rewards from challenges and special events.

Progression unlocks:

- Bottaru characters
- Character skins
- Bomb skins
- Explosion effects
- Emotes
- Victory animations
- Player banners
- Arena cosmetics
- Profile badges

Core competitive statistics reset at the beginning of each standard match.

This keeps the primary PvP experience skill-based.

11. Mission System

Players receive rotating objectives.

Examples:

Destroy 50 blocks

Trigger 10 chain reactions

Win without taking a shield

Eliminate 3 opponents using environmental objects

Travel 500 arena tiles

Win a match using only two bombs

Mission systems provide alternative objectives beyond simply winning matches.

12. Game Economy

BOTTARU is designed around a sustainable gameplay economy rather than unlimited reward emissions.

The economic loop is:

Play → Earn Resources → Customize → Compete → Progress

Resources are consumed through:

- Character unlocks
- Cosmetic crafting
- Skin upgrades
- Seasonal collections
- Tournament entry
- Profile customization
- Limited event items

This creates continuous resource sinks inside the game.

13. Optional Token Layer

If BOTTARU is later connected to an on-chain ecosystem, the game economy can introduce:

\$BOTT

\$BOTT would act as an ecosystem and community asset rather than determining player combat strength.

Potential utility includes:

- Special cosmetic collections
- Tournament access
- Community events
- Seasonal reward pools
- Marketplace settlement
- Community voting
- Limited crafting systems

Competitive gameplay should remain separated from wallet size.

Money should never increase blast damage, bomb capacity, or movement statistics inside ranked matches.

Skill remains the primary competitive advantage.

14. Technical Direction

BOTTARU is designed to work as a lightweight browser-first 2D title.

The existing 2D project foundation can be adapted around several reusable game systems:

Input System

Handles keyboard and future controller/mobile input.

Player Controller

Grid movement, collision, animation, abilities, and player state.

Tile / Map System

Defines permanent walls, destructible blocks, hazards, and walkable areas.

Collision Layer

Handles player, bomb, environment, and explosion interactions.

Bomb Manager

Controls bomb placement, fuse timers, capacity, and ownership.

Explosion Manager

Calculates blast propagation across grid tiles.

Chain Reaction Manager

Detects explosions interacting with nearby bombs and environmental objects.

Item System

Spawns and manages temporary upgrades.

Game State Manager

Controls countdown, active match, eliminations, victory, and restart states.

UI Layer

Displays timer, remaining players, abilities, collected resources, and match state.

15. Explosion Logic

The core technical system is intentionally deterministic.

When a bomb detonates:

1. Explosion begins on the bomb tile.
2. The engine checks four directions:
3. Up
4. Down
5. Left
6. Right
7. Blast propagation continues based on the owner's current blast range.
8. Permanent walls stop propagation.
9. Breakable objects are destroyed and stop the current blast path.
10. Bombs hit by the blast trigger immediately.
11. Players inside affected tiles are eliminated or protected by active defensive effects.

This grid-based approach keeps gameplay predictable, competitive, and lightweight enough for browser deployment.

16. Performance Philosophy

BOTTARU should remain playable on ordinary laptops and mobile-class hardware.

Instead of relying on heavy 3D rendering, the game focuses on:

- Sprite animation
- Tile-based environments
- Particle effects
- Screen shake
- Dynamic lighting
- Explosion distortion
- Pixel shaders
- Responsive animation

The result should feel visually explosive without requiring expensive rendering.

Target performance:

Desktop: 60 FPS

Mobile: 30–60 FPS

Initial Web Load: Lightweight

Match Start: Near-instant after asset caching

17. Multiplayer Architecture

The development roadmap should support multiplayer without making the first prototype dependent on it.

Phase 1

Local gameplay simulation.

Phase 2

Bot opponents.

Phase 3

Private online rooms.

Phase 4

Public matchmaking.

Phase 5

Ranked multiplayer.

For competitive multiplayer, critical events such as:

- Movement
- Bomb placement
- Bomb detonation
- Player elimination
- Item collection

should eventually be validated by an authoritative game server.

This reduces client manipulation and improves competitive integrity.

18. Visual Identity

BOTTARU should avoid looking like a direct recreation of traditional bomber games.

The visual direction combines:

Retro arcade readability

with

industrial pixel-tech aesthetics.

Recommended visual language:

- Chunky 2D characters
- Oversized explosive devices
- Neon industrial environments
- Strong silhouettes
- Animated fuse effects
- Mechanical UI
- Pixel particles
- Shockwave effects
- Screen distortion during large chain reactions

The signature Bottaru bomb should resemble a compact pressurized **Ignite Core capsule** rather than a conventional round black bomb.

This object can become the primary visual symbol of the franchise.

19. Game Feel

BOTTARU should feel responsive before it feels complicated.

Important feedback systems include:

Bomb Placement

Short mechanical click + ground impact.

Fuse

Increasing visual and audio intensity.

Explosion

Screen shake + flash + particles + shockwave.

Chain Reaction

Increasing pitch and intensity with every consecutive explosion.

Power-Up

Immediate animation and HUD feedback.

Elimination

Distinctive character knock-out animation.

A five-bomb chain reaction should feel dramatically more satisfying than five independent explosions.

20. Development Roadmap

Phase 01 — Core Prototype

- Player movement
- Tile collision
- Bomb placement
- Explosion propagation
- Destructible blocks
- Player elimination

Phase 02 — Game Systems

- Power-ups
- Multiple maps
- Environmental objects
- Character abilities
- Basic bots
- Match UI

Phase 03 — Game Feel

- Pixel animations
- Explosion VFX
- Sound design
- Camera effects
- Improved UI
- Character skins

Phase 04 — Multiplayer

- Online rooms
- Match synchronization
- Server validation
- Player profiles
- Matchmaking

Phase 05 — Competitive Layer

- Rankings
- Seasons
- Statistics
- Leaderboards
- Missions
- Tournaments

Phase 06 — Ecosystem

- Marketplace
 - Seasonal economy
 - Community events
 - Optional \$BOTT integration
 - Creator/custom arena systems
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21. Long-Term Vision

BOTTARU is not intended to become complicated simply for the sake of depth.

Its foundation remains:

Move. Plant. Escape. Explode.

Depth emerges from how players combine those mechanics.

A beginner can understand BOTTARU within one match.

A competitive player can spend hundreds of matches mastering:

- Bomb timing
- Chain reactions
- Area control
- Prediction
- Movement
- Item priority
- Character abilities
- Environmental manipulation

That combination of immediate accessibility and long-term mastery is the core design philosophy behind BOTTARU.

BOTTARU

**Plant the Core.
Trigger the Chain.
Own the Yard.**

BOOM DIFFERENT.