



1. GAME OVERVIEW

"Stay Un-Frozen!"

Title	THANG!
Genre	Multiplayer Action / Freeze-Tag Survival / Third Person Shooter
Tone	Casual
Platform	PC (Steam) & Console
Target Audience	Ages 10 - 25. Players who love party games, casual PVP, and co-op.

Thang is inspired by "Eoreumttang" (Freeze Tag), a Korean playground game.

2. CORE CONCEPT

In THANG, players compete in a **3 vs 3** team-based environment. where the goal is to **freeze** the entire **opposing team** to accumulate points. All players share the same core mechanics and goals.

Victory is achieved through:

- Freezing more enemies than the opposing team.
- Timely rescues / Denying rescues
- Controlling key objectives

If you stop moving, you freeze. If you play alone, you lose.

Matches in THANG are played in a **team deathmatch** format wherein the team who accumulates the most points within a given time period wins.

3. CORE GAMEPLAY

Freeze Bar (Health)

Each player has a **Freeze Bar**, representing how **cold** they are. The Freeze Bar can increase in **2 ways**:

1. The player **stands still** → Freeze Bar increases naturally
2. The player is **shot** → Their Freeze Bar increases based on bullet damage.

If a player stays **out of combat** for a set amount of time, moving around will naturally reduce their Freeze Bar / damage for a certain amount.

The Freeze Bar's numerical cap is **100**. This will be used for calculating 'damage.' When the Freeze Bar maxes out, the player becomes **Frozen** and cannot move or attack. There are two stages of being Frozen:

1. **Frozen**: Triggered when the Freeze Bar reaches 100. The player becomes immobilized, but is still able to shoot and look around (this discourages spawn camping). If a teammate **tags** them within a short time window, they will return to play with a slightly filled Freeze Bar (The Frozen player yells "THANG!" upon being tagged). If the Frozen player is not tagged in time, they will enter:
2. **Deep Freeze**: Occurs if a Frozen Player is not tagged in time, causing them to become completely Frozen and unable to be 'revived' through tagging. Instead, their teammate must carry them to an **Oven** to be revived.

Oven (Revival Mechanic)

Scattered around the map are dormant Ovens that can **activate randomly** at any time. Players must carry teammates in Deep Freeze and throw them into active Ovens to **revive** them. Upon being revived, teammates will be SHOT out of an Oven vertically, allowing them to reposition anywhere on the map.

However, carrying a teammate will limit mobility significantly, so remember to plan your route carefully.

Players standing near active Ovens will also slowly recover body temperature (reduce Freeze Bar value) over time when **out of combat**. Because a player's Freeze Bar cannot be reduced fully naturally, this encourages players to seek out active Ovens as points of map control.

Team Wipe

If an entire team is put into Deep Freeze, a team revive timer will start. After a few seconds, all players in Deep Freeze will automatically be shot out of an oven, allowing them to relocate. During this time, the opposing team will have time to locate weapons around the map to prepare for the next teamfight, putting them at an advantage.

Stamina Bar (WIP)

All players will have an individual **Stamina Bar** which determines the amount of special movement they can perform. Special movement is classified as:

- Sprinting
- Sliding
- Jumping
- Wallrunning
- Dashing

Walking does not take Stamina. Stamina regenerates naturally over time when the player is **out of combat**.

Pick-Up Weapons

- Weapons spawn frozen inside ice blocks placed around the map.
- Players must apply heat/temperature to thaw them before use.
- While thawing, players cannot shoot.
- Higher-tier weapons require more heat and longer thaw times.
- After pickup, the spawn point enters a cooldown.
- When it respawns, the weapon is rerolled and may be better or worse than before.

4. GUNS

In THANG, gunplay primarily follows a very constrained design philosophy:

- **NO reloading**
- **NO reserve ammunition**
- Running out of ammo → your gun **melts** and **disappears**

This design encourages:

- Precision over "Spray-and-Pray" gameplay
- Constant weapon swapping
- Aggressive, mobile playstyles

In THANG, all Weapons (excluding the default Pistol) follow the above design attributes and are separated into three categories depending on the amount of damage they deal:

- **Light:** Low damage, high ammo
- **Medium:** Medium damage, reduced ammo
- **Heavy:** Fatal damage, one shot only.

There are **3** weapons per category and **1** Pistol, for a total of **10**. All weapons deal a specific amount of damage to opposing **Freeze Bars**. Weapons are distinguished between Hitscan and Projectile; their ranges (Close, Medium, Long), damage per body shot, and RPMs are also specified below:

NOTE: Headshots deal **double** the weapon's specified damage (Eg. if a weapon's **DMG** is 15, its headshot **DMG** will be 30).

**Names are placeholders*

Default	Pistol (<i>Hitscan / C-M Range</i>): Shoddy semiautomatic firearm with a small magazine and low damage. Can be reloaded infinitely. 4 Ammo, 15 DMG, 120RPM
Light	Minigun (<i>Hitscan / M-L Range</i>): Reliable full-automatic weapon that requires wind-up before firing. Massive magazine, but high fire rate will eat it up quick. Cannot sprint while firing. 60 Ammo, 15 DMG, 600 RPM
	Akimbo Uzis (<i>Hitscan / C-M Range</i>): Full-automatic weapon with hyper-fast fire rate makes for quick kills, as long as you can handle the recoil. 40 Ammo, 12 DMG, 900 RPM
	Freeze-Thrower (<i>Projectile / C Range</i>) — Spray weapon with a large projectile hitbox makes it easy to hit, but unreliable past close range. Unable to deal headshot damage. 40 Ammo, 10 DMG, 600 RPM
Medium	Cowboy Revolver (<i>Hitscan / C-M Range</i>) — Not your average revolver. Fires all 6 bullets sequentially on trigger pull, meaning that you cannot tap-fire it. Hitting all 6 shots refund them back. 6 Ammo, 20 DMG, 225 RPM
	Mortar-Cannon (<i>Projectile / C-M-L Range</i>) — Full-auto weapon with a slow firerate. Projectiles deal explosive damage but have drops, so calculate your arcs carefully. Unable to deal headshot damage. Direct hits deal more damage. 10 Ammo, 15-30 DMG, 200 RPM
	Bolt Action (<i>Hitscan / L Range</i>) — Shots hit hard, but need to be chambered, massively reducing fire rate. 5 Ammo, 45 DMG, 60 RPM
Heavy	Longbow (<i>Projectile / M-L Range</i>) — Deadly ranged weapon. Arrow's have drops, so aim carefully. Cannot fire until fully drawn. 1 Ammo, 100 DMG
	Bazooka (<i>Projectile / C-M Range</i>) — Weapon of mass destruction. No bullet drop, but comes with travel time, so prediction is key. Don't stand too close.

	Unable to deal headshot damage. Blast center deals the most damage. 1 Ammo, 60-100 DMG,
	Sawed-Off (Hitscan / C Range) — Up close and personal, this thing will freeze anyone instantly. Useless past a certain range. Firing boosts user in the opposite direction. 1 Ammo, 20 DMG (per pellet)

5. LEVEL DESIGN (WIP)

Thang will have one map and one map only: **Ice Arena**. Ice Arena will have the following attributes:

- Small-Medium size.
- Square frame, but asymmetrical layout to avoid 'Three Lane' design philosophy.
- Little to no hiding areas (ex. [Shipment](#), [Rust](#)) to encourage constant rotation
- 4 Ovens placed in roughly each corner of the map = 4 possible points of interest
 - Each different point of interest will have a different feature: Eg. open area, elevated area, 'meat grinder' area, covered area (or any other combination of 4)
- The center of map will feature a large elevated structure to prevent cross mapping.

The map is designed to funnel players toward frequent team fights while keeping navigation easy to learn.



Example: RUST. Asymmetrical, square layout, with each corner of the map emphasizing a different playstyle / feature. Central tower to prevent cross mapping with risky shortcuts.

6. NARRATIVE

Amidst a modern Ice Age, almost all known life has long gone extinct— all but the Polar Bears. Following centuries of survival and evolution, the Polar Bears would build a society of their own, but it would not be without peace. As natural predators, it wouldn't be until after years of evolution and wars that they would eventually achieve a fragile period of peace. Predation would be banned amongst the Polar Bears as they settle for vegetarian alternatives due to moral concerns.

This peace would be eventually broken by the insurrectionist, revolutions, visionary, Papa Blanc. Papa Blanc, sick of the laws put in place against the natural instincts of polar bears, would attempt a coup d'état of the current Polar Bear government, splitting Polar Bear society into two sides: The Blanc Insurrectionists and The Vegetarians. The game is set amidst the Polar Bear Civil War, where each match is a skirmish between The Blanc Insurrectionists and The Vegetarians over territorial control; each match is a battle for Polar Bear autonomy. Who's side will you take?