LEVELS + MINI GAMES

What does each level look like in terms of color, setting, etc? What possible mini games should accompany these levels and what do they look/function like?

- ☐ **Gas Station**
    - ☐ **Mini Games/Bucket List Objectives**
        - Arcade (tutorial)?
        - Beat item restocking record
        - Learning to play the guitar
        - Fix garden
        - Go for a joy ride
- ☐ **City/Town**
    - ☐ **Mini Games/Bucket List Objectives**
        - Pest control (whack-a-mouse/rat) in bakery (fake rats on popsicle sticks and fingers popping up from holes)
        - Work in a soup kitchen
        - Win at a carnival game (squirt gun)
        -
- ☐ **Factory/Secret Lab**
    - ☐ **Mini Games/Bucket List Objectives**
        - Learn to rewire a machine/electrical box (short cut scene of an agent face planting the door, funny noise included)
        - Cargo path puzzle (box puzzles that has different openings on each one, rearrange the crates creating a path to the otherside using a crane)
        - Remote control rocket

    - ☐ **Mini game ideas:**
        - Water gun target ticket game (can be both GS & C)
        - Laser tag / paintball (can be both L & C)
        - Eating contest
        - Remote control of the rocket?
        - Rewiring electric box puzzles (color coded connect the path)
        - Soup kitchen (kinda fruit ninja, but a kitchen and chef making soup)
        - Food packing game (pack and deliver foods)
        - Carnival games (get a gift)
        - Sports?
        - Dumpster, junkyard treasure hunt (can be both GS & C)
        - Cargo Path puzzle (box puzzles that has different openings on each one, rearrange the crates creating a path to the otherside using a crane)
        - Driving truck (top view of road with obstacles)
        - Learning to play the guitar

Gas station
City

CUTSCENES

How many cutscenes are there and where/when do they take place in the game? How long should they be (should some be longer/shorter than others)? What happens within each one?

☐ **How Many/When/Duration:**

☐ **Start of Game**
- The truck losing the canister and driving off with canister rolling to gas station
- Gas guy comes out to check the commotion and finds the canister
- Opens canister and finds good looking meat inside
- Makes packaged burrito and eats one of them
- Gets sick and dies in the bathroom
- Gas guy sees a light in the darkness and sees the parasite (body or shadow option) descending from the light on him
- Wakes up feeling woozy, sweaty and hearing a voice in his head

☐ **End of Game**
- Sneezes the parasite out of his nose and putting it into the canister rocket with all the other rescued parasites to send them back to there home where they wants to go
- Sees a screen displaying obstacles in the way of the rocket
- Cuts to the remote control rocket game
- Takes the escape pod out the rocket and lands in the water
- Comes out and watches as the the rocket disappears into space while reminiscing at the night sky

STORY

What other details can be added to the story? Do certain parts change/stay the same?

☐ **Beginning**
- Parasite and brethren crash land on earth and get taken by scientists
- Parasite escapes
- Guy is a depressed college dropout that works at a gas station on the outskirts of town
- Nondescript and totally non-suspicious truck drives by with the back door kinda open and drops a crate of "meat"
- Guy take "meat" inside gas station and uses it to make a burrito, but instead of satiating his hunger he has a seizure instead
- Parasite from "meat" enters Guy's body and now they're Brain Buddies™
- *Tutorial ensues*

☐ **Middle**

- Parasite asks the Guy to help free his brethren, but Guy is too busy wallowing in the pity party that is his life
- "I haven't even completed a single thing on my plot-relavent bucket list"
- Parasite promises to help Guy complete bucket list in exchange for freeing the other alien parasites
- *game ensues*

☐ **End**
- Guy helps parasite get back to brethren and free them
- He completes one last level at the factory and hijacks a rocket (final bucket list item)
- The parasite and Guy say goodbye as the rocket leaves
- Guy has become more confident in himself by the end of the game and no longer needs the parasite to live on
- Guy makes new bucket list

CHARACTER RELATIONSHIPS/ROLES

What are the relationships between characters? How do they interact with each other? What are their first impressions of each other and how do they change throughout the game? What causes that change?

☐ **Guy:** host and partial operator
☐ **Parasite:** adviser who helps out with completing Guy's bucket list.

CHARACTER GROWTH

How do the characters grow throughout the story? What are the player's first impression of them VS their last impression?

☐ **Guy:** get out of his loop and start working on completing things before he dies. He's intimadated by the parasite as first, pretty much just getting bossed around (he's too pathetic to fight back). By the end, he grows more comfortable with the parasite (and more confident in himself).

☐ **Parasite:** Rely less on instinct and begin growing sentient. Parasite didn't mean to enter Guy's system, (thinks all humans are evil but grows more trusting by the end)

MUST HAVES!!

Features, characters, story plot points, mechanics, etc. that we want to be included in the game

● A funny cutscene of a parasite descending from the light after the guy has a seizure and passes out onto the restroom floor. Then sees the light (his life ending, but saved by the burrito parasite).

- Character dialogue (btwn Guy/Parasite and Guy/NPCs)(include icons to distinguish the speaker)
- Lore pretty pls
- Easter eggs
- SECRET AGENTS that try to contain Parasite and stop Guy from completing his bucket list (every time they're mentioned, SECRET AGENTS must be in all caps. Always.)
-

THINGS TO TALK ABOUT NEXT TIME
- Parasite protects Guy's brain from mini robots that SECRET AGNETS send into Guy's system (possible mini game??)
- LORE???
- Mini games/Levels
- Character Designs
- Storyboard cutscenes
- Character personalities
- List of game mechanics
- Make a moodboard??
- Possible 2 endings (guy goes with parasite VS guy stays on earth)

Talked about:
- Style
- Prototype
- Concept assignment roles