

Dakota

- *Sole programmer*

Isaiah

- *Lead art designer*
- *Character concepts*
- *Created the main walk cycle and spreadsheets*

Jose

- *Co-game designer*
- *Finalized backgrounds*

Alvin

- *Team manager & co-story producer*
- *Helped brainstorm ideas for mini games*

Marlinda

- *Lead story designer*
- *Environment concepts*

Kevin

- *Co-game designer*
- *Music/sound designer*

Brain Buddies

A college dropout named Guy was working in a desert gas station when one day he finds a mysterious container next to the front door. Thinking nothing of it, he opens the container to find it filled with a mysterious meat. Lacking common sense, he makes packaged burritos out of them. Eating one himself, he soon finds himself severely sick from the most likely non-FDA Approved mystery meat. As he closes his eyes, dying on the filthy bathroom floor, he sees a light in the darkness. But he couldn't move, and as he continues to stare on, the shadow of a squid like creature descends from that light. With a gasp of air, he finds himself alive and out for hours. After drinking and getting some FDA approved packaged foods, only then did he hear the voice in his head. Despite hating the bossy attitude of the parasite, he is thankful that it saved his life. The parasite on the other hand, is thankful that he's letting it stay in his head, but is disappointed with its lack of intellect. He agrees to help the parasite if it can prove it is able to be useful in some way. They agree that in return for helping Guy complete his bucket list, that he will help send the parasite and its species to a more suitable planet. As Guy and the parasite continue to venture on, they form a bond through their fears and struggles. And as they continued, they grow attached from the joyful memories they created together, giving both a new meaning to life. What will happen when the time to let each other go eventually arrives? Will they be able to move on without the need of each other?

Glossary

Guy:

The main protagonist. A depressed college drop out with no real meaning in his life, who has an old uncompleted bucket list. A homosapien, or in simple terms: boring human.

Parasite:

A protagonist, works with guy. An escaped alien that was contained in a lab for experimenting. Rather snarky, a bit of a superiority complex.

Gas station:

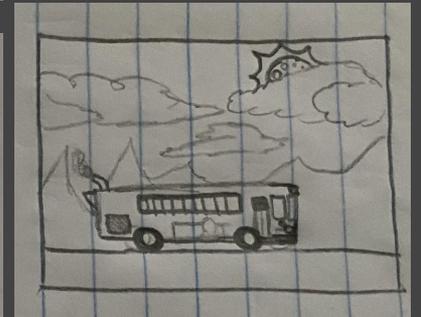
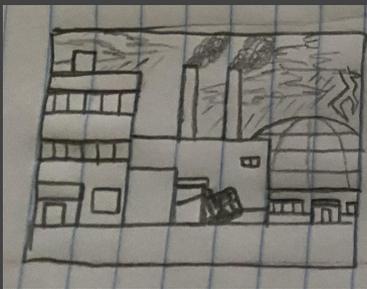
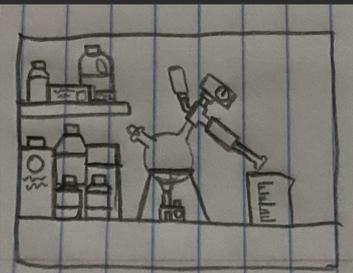
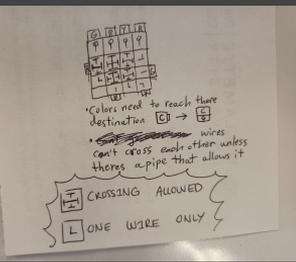
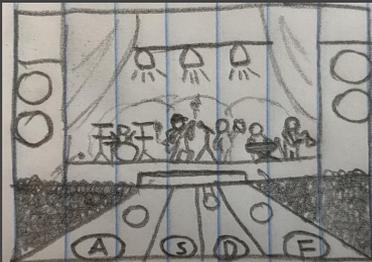
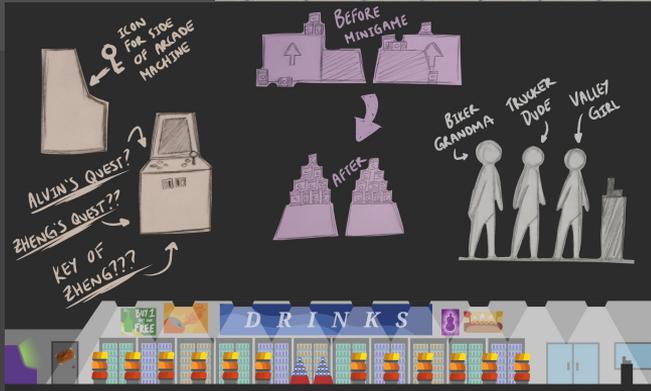
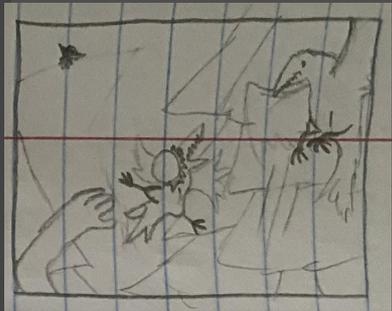
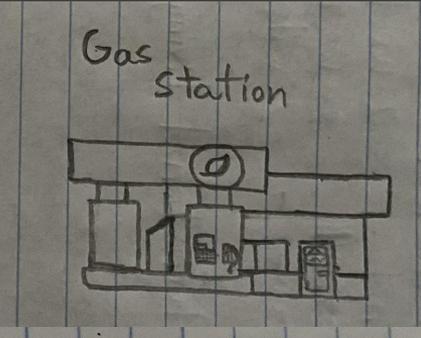
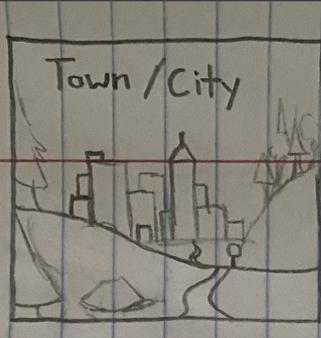
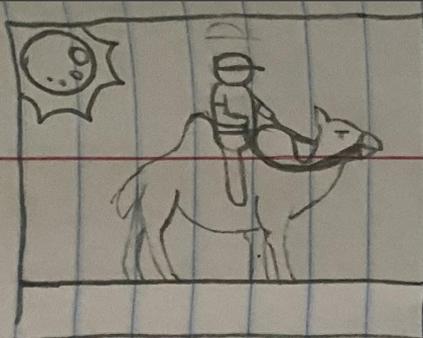
Where guy works and basically lives. The gas station is in the middle of the desert and is where the parasite and Guy first meet. This is the environment in the first stage and tutorial.

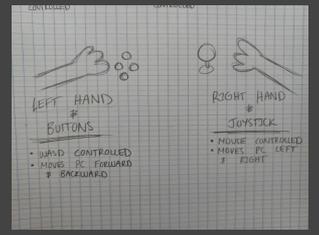
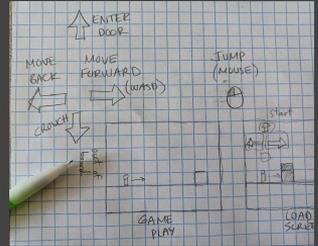
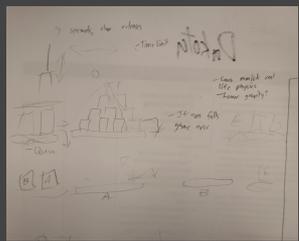
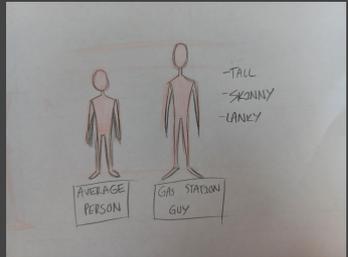
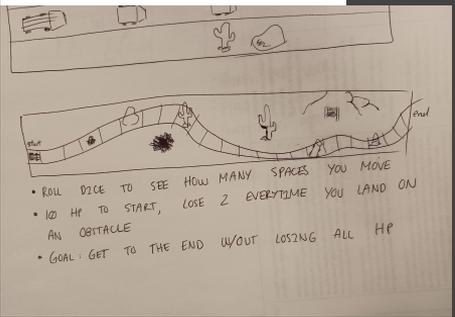
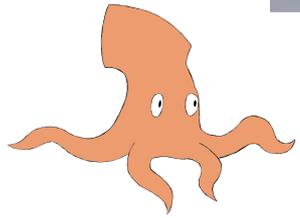
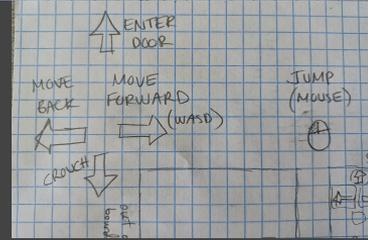
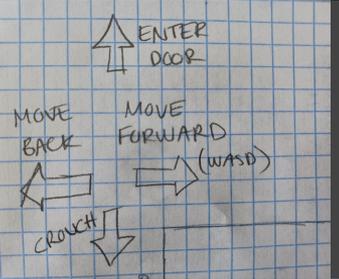
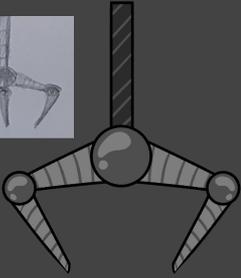
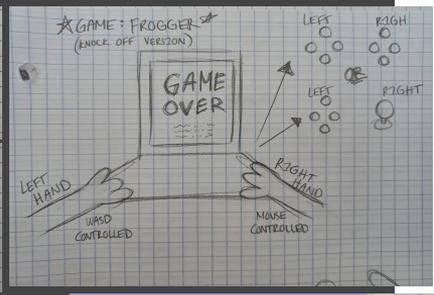
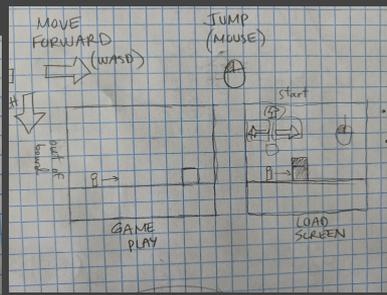
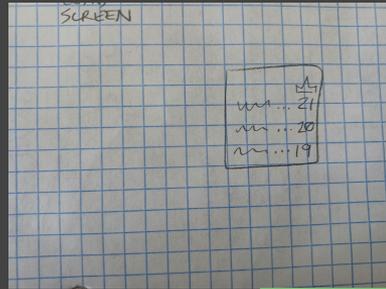
City:

The second stage of the game, where Guy and The Parasite search for more items to check off the bucket list.

Lab

The final stage of the game where the tasks are completed.





Brain Buddies

Symbiosis in Brain Buddies

As a way to implement symbiosis into game play, we decided to use a hybrid control system; players must use two different sets of controls (keyboard and mouse) in harmony in order to complete mini games and tasks.

Symbiosis is also present in the form of Guy's relationship with the Parasite and vice versa. With the Parasite acting as a sort of advisor to the man and Guy as the protector, they come to an agreement to help each other; the Parasite assist Guy in completing his bucket list and in return, the man provides it with a body to hide away in and later on frees its alien brethren and aids them in their escape from Earth.