

CHARACTERS

(Focusing on the main characters for now) What do both of them want? How do they help each other out?

Guy the Gas Station Attendant

- **End Goal:** To complete bucket list/live his life (w/ help of parasite) and not die.
- **How He Benefits Parasite:** Gives parasite something/someone to reside in (otherwise it dies)
- **Appearance:** Gas station uniform and cap, gray pants, hair sticking out back of cap, tall/lanky/skinny stick of a man, sad man, stained clothes because he doesn't have enough willpower to care, slouches a lot and has bad posture (closet gamer perhaps??),

Parasite

- **End Goal:** To live off Guy's energy (it can't survive w/out host)
- **How It Benefits Guy:** Keeps Guy from suffering his burrito seizure and meeting Jesus
- **Appearance:** looks like a squid because we're meta like that, orange/pinks along its body

LOGO

Is Jose still good to digitize it or should someone else take it off his hands??

Color Palette

- Orange (#ff8126)
- Pinkish-purple (#f017ff, #ff9ed5)
- Greenish-blue (#0ee387, #00b064)

Digitalization (DONE BY NEXT WEEK!!)

- Jose's got it *thumbs up emoji*

STORY

The basics are down, now what should be done to flesh things out more? What specific events take place?

Should probably get down the end goals of both Guy and the Parasite before doing this part. Knowing what both characters are after will make it easier to understand what path they'll go down in terms of the game's plot

Beginning

- 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

- Guy mentions his bucket list and
- Guy and Parasite go along and try to complete Guy's bucket list. They go to different locations (inside small desert town)
- Completing different items on Guy's list by doing various minigames
- Obstacles try to keep

End

- SECRET AGENTS realize that they'd much rather do other things *insert dramatic career change*
- Guy and Parasite finish bucket list and live in peace
- Guy gets promotion/a better job (good for him)
- Guy also gets glow up (make over/ improves visually)

LOOK/STYLE

2D with a cartoony look, but how so? What are other games/media that we can take inspiration from?

Key Factors

- Rubber hose limbs but also kinda pointy at the ends (like a sharp spaghetti noodle)
- Sketchy lines (ex: Don't Starve)
- Line art is thin on inside while thicker on outside

MECHANICS

How do the characters move? What will the animation look like?

Movement of Characters

- Guy/NPCs: Side-view/45 degree view of them walking
- Parasite: Side icon in corner of screen that shows parasite residing in Guy's head (parasite is stationary because we're cheap like that). Parasite doesn't actually really move besides when in cut scenes

Side Icons (health bar, inventory, suspicion meter, etc.)

- Side icon of Parasite in Guy's head
- Suspicion meter: everytime Guy bumps into things or randomly uppercuts some old lady, the level of suspicion goes up. When it goes all the way up, the game over cutscene is activated
- Health bar

Levels

- Different locations = different levels (various minigames at different levels)

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
- Animation for bumping into stuff
- SECRET AGENTS that try to contain Parasite and stop Guy from completing his bucket list (everytime they're mention, SECRET AGENTS must be in all caps. Always.)
- Kevin wants GANGS

THINGS TO TALK ABOUT NEXT TIME

- Levels/Locations
- Minigames for Levels
- Lore
- NPCs
- Specific Dialogue for characters (how do they talk? What relationship do they have w/ each other and how does it grow?)
- SPECIFY STORY POINTS!! Get that stuff down
- Assets of game
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