

CHARACTER DESIGNS

What are the characters personality traits? How might these traits affect the way they look in the game and how they act throughout the story?

Guy:

Personality

- Day dreams alot
- Impolite
- Depressed

Appearance

- Dirty uniform
- A mess both metnally and physically
- Looks tired

Parasite:

Personality

- Instinctive
- Curious
- Naging

Appearance

- Calimary / squid like
- Orange pink / tan?
- eyes?

GAME MECHANICS

What basic mechanics are set to be in the game? How do they function? What does the basic screen of the game look like and what components complete it? (Might wanna make some concept art for that one)

Set in Stone

- Yes
- Yes
- Yes

Possible Extras

- Yes
- Yes
- Yes

ANTAGONISTS/OBSTACLES

What prevents the player from accomplishing their goal(s)? Are they NPCs and/or certain game mechanics? How do they keep the player at bay?

Antags

SECRET AGENTS

- Suit and tie
- Blank look and glasses covering eyes

- Tasers
- Melee and could hide at any corner or dark places

SCIENTISTS (optional)

- Simplified sci-fi designed weapons
- Lab coats
- Head gear?
- Ranged and is easy to spot due to their lab coats

LAW ENFORCEMENT (optional)

- Kevlar armor
- Tasers
- Radios
- Melee and can't drop from just kicks and punches alone

Mechanical Obstacles:

Road obstacles?

- Mail boxes
- Lamp post
- Man holes
- NPC's
- Catus
- Tumble weed

Building obstacles

- Boxes/barrels
- Doors (is in front or back instead of the sides) (unlocks with kick or key)

Other obstacles (both inside and outside)

- Barricades
- Water
- Banana peels
- Spills
- Traps (game over obstacles if triggered)

MUSIC

What kind of music should be implemented into the game? Should there be different music for each level (mini game music)? What sound(s) could be associated with the game? What instruments should be played? What sound effects should be used and when?

Genres of Inspiration

- Yes
- Yes

Instruments to Use

- Yes
- Yes

Sound Effects

- Yes

- Yes

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

- Beat highscore on gas station arcade machine ()
- Can Stacking/Shelf restocking (claw machine)
- Make the perfect hot dog ()
- Bag items (tetris)
- Transition: Drive a truck ()

City/Town

Mini Games/Bucket List Objectives

- Submit art piece into town art show ()
- Climb Building (fight birds)
- Hijack a concert (guitar hero + dodging garbage)
- Transite: Ride the Bus ()

Factory/Secret Lab

Mini Games/Bucket List Objectives

- Rewiring control panel (flow free)
- Mixing chemicals ()
- Rocket control (ending)
- Laser tag (lab, with field of vision and birds eye view)
- Cargo path puzzle

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
- Swimming pool (learning to swim and avoid obstacles as you swim)
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Gas station

City

labs