

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

GAS STATION

- Beat highscore on the arcade machine**
 - Tutorial level
 -
- Restock shelves**
 - Operates like a claw machine
 - Player must grab and stack cans into organized towers as the cans come in via conveyer belts on either side of the screen
- Set world record for speediest item bagger**
 - Puzzle game where each item has a different shape and all have to fit together in their respective bags
 - Player must bag items for three total customers. The longer they take bagging one customer's items, the more short-tempered the next customer becomes
- Ride a camel**

CITY TOWN

- Submit an art piece into the art show**
 - Camera/screen is wobbly and controlled by mouse while Guy's hand is controlled using keys
 - Player must keep camera steady in order to paint a decent still life picture (high sensitivity)
- Conquer fear of heights**
 - Guy climbs onto scaffolding and must fight off birds that threaten to throw him over
 - Angry Birds-esk where player throws things at the birds the knock them out of the sky
- Hijack a concert**
 - Guitar Hero + Dodging
 - Player must press corresponding keys in time with the music while also avoiding trash being thrown at them
- Take public transportation**
 -

SECRET LAB

- Become electrician**
 - Flow Free
 - Player must connect wires to their corresponding colors
- Pass chemistry class**
 -
- Win at laser tag**
 - Top down view of the player traveling through a maze of corridors and shooting any agents they come across
 - Guy has limited field of vision
- Drive a rocket**
 -