

ENVIRONMENT

Where does the game take place? What does the climate look like and how might it affect how the appearance of other levels?

- General Location:** Desert-like area (environment similar to Mexico/other warm and barren climates). Nothing super specific, the location itself is unnamed in order to let the player assume where the game takes place.
- Major Keypoints:**
 - Desert area (gas station outside of small, secluded town)
 - Greener area (factory sits a few miles away from main location)
 - Town area (small town where most people live)

GAME LEVELS

What makes up the different levels of the game (3 is the minimum requirement). What do the levels look like?

- Level Ideas**
 - Gas Station (as the basic tutorial level)
 - Factory (final level)
 - City/Town (mid level)

MINI GAMES

How many per level? Should each mini game be influenced by what/where the main level is? (EX: carnival level = carnival mini games)

- # Per Level:** 3 (subject to change)
- Mini Game Ideas**
 - Arcade tutorial
 - Lock picking (to obtain something)
 - Fishing (obtains a trophy)
 - Eating contest (to win something)
 - Jobs (money for purchases or to obtain item)
 - Parasite connecting itself to Guy's brain and saving him
- Bucket List Ideas**
 - Gas Station**
 - Getting a promotion
 - Cooking gas station food
 - Graffiti the gas station
 - Make a friend
 - City/Town**
 - Getting autograph of someone famous
 - Help out those in need
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 - Factory**
 - Hijacking rocket

- Skydiving

OBSTACLES

What challenge(s) prevents the player from completing their goal throughout the game? (EX: antagonist(s), certain game mechanic, etc.) Should there be multiple obstacles or a main one that takes up most of the focus?

Mechanical Obstacles

- Layered with obstacles on the layers (maneuvering to avoid)
- Suspicion level (ties into secret agents)
- Time limit

Antagonists

- SECRET AGENTS

NPCs

What are possible NPCs that can make appearances in the game? Should they be minor background appearances or full-fledged characters? A little of both? Should some be more important than others?

Possible NPCs

- People to trade with
- People with job offers
- People that need help or requests? (heroic ending? tattered cape?)
- Walking obstacle
- SECRET AGENTS (antagonists)

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 intimidated 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)

CUTSCENES

At what point(s) in the game should cutscenes be implemented? How many cutscenes would there be in total?

- Definitely the beginning part of the game (beginning of the story)
- Maybe ending?

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-not-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-relevant 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

CONCEPT ART

What concepts should be worked on first? (Characters, levels/environments, assets, etc.)

Characters To Concept

- Guy
- Parasite

- NPCs??
- Environments To Concept
 - Gas Station (starting level)
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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.)
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THINGS TO TALK ABOUT NEXT TIME

- Parasite protects Guy's brain from mini robots that SECRET AGENTS 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)