

# CORINA

*This is a very catchy tagline*

# GOOO



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## Overview

### High Concept

In Cirrina, you and your friends incarnate a bunch of octopi in a fierce 3D hide and seek game where you'll use your octopus' blending capacity to mimic the background and hide from the seeker in daylight.

### Proj constraints

To be produced is a Mechanic of this game concept highly polished and produced by a single person

### Genre

Multiplayer, asymmetrical, party

### No. of players

2 to 6 players, online or local

### Target audience

Teens and young adults

This game is a party game targeted at people who want to play with friends. Cirrina is not a hard game to learn and play so this game is for casual players as much as pro gamers, it is aimed at having fun and spending time with friends.

**PEGI**  
Pegi 3



**Target platform**  
PC/Mobile/Switch



### USP

Fully explorable underwater 3D Hide and Seek

### KSP

Customisable octo and funky hats (mexican hat)  
Octopus camouflage  
Underwater discovery



## **Experience fantasy**

Cirrina is a party game made for people to play with friends, each game is fairly short (5 min max if the players haven't all been found and the seeker has not used up his ink) and can be replayed any number of times. With procedural level building the levels are never the same to limit boredom. Cirrina is set in a very cartoon environment to be completely family friendly and to make room for silly animations. Cirrina is a fun pass time at parties and a great way to spend time with friends while being miles away. Cirrina for the players is ideally a crazy and slightly stressful game ment to create a bit of tension amongst the players when they are trying to avoid one player.

## **Experience key moments & emotions**

A Cirrina game starts with all the players joining a lobby where they may continue to customise their characters with cosmetics they have bought using the ingame coins they can collect in the level. Once everyone has joined the hide and seek will start with the game choosing one player to be the seeker. The players will all know who the seeker is and there will be a couple of seconds where the hidiers can go off and find a hiding spot and then the seeker is let loose. The seeker moves around the level trying to find the other players. When the seeker finds another player he shoots them with his ink and if he touches them they turn black and can no longer hide. The game ends 1 of 3 ways; either the seeker wins by finding all the hidiers and turning them black, or the hidiers win when the seeker has used up all of their ink and can no longer ink the hidiers, or the game timers runs out and then the hidiers win again.

Key moments of Cirrina are:

When the player finds out if they are a seeker or a hider, there will be anticipation and excitement based on the role they are given.

- For the Seeker
  - while they wait to start seeking the anticipation to find their friends and they start thinking of strategies
  - The excitement when they find someone and try as shoot them with ink
  - The feeling of accomplishment when you finally find someone and ink them
- For the Hidiers,
  - as they run around in the short space of time before the seeker is set free to come find them
  - Accomplishment when they think they've found the best hiding spot ever
  - A small victory when they manage to avoid the seeker and remain undetected

**Design pillars**

Meta rules of design

**The Tetrad**

	Character	World	Hide
Aesthetic	The character is designed so that you feel agile and the simplistic design is to be appealing to as many players as possible.	The world's aesthetic helps the casual and cheerful game feel.	The hide has a smooth look with the dissolving of one shader into another.
Mechanic	Sticky arms, the octopus tentacles stick slightly to the environment around them.	The low poly look helps the hiding mechanic as there are more similar looking objects.	//
Technology	//	//	//
Narration	//	//	//

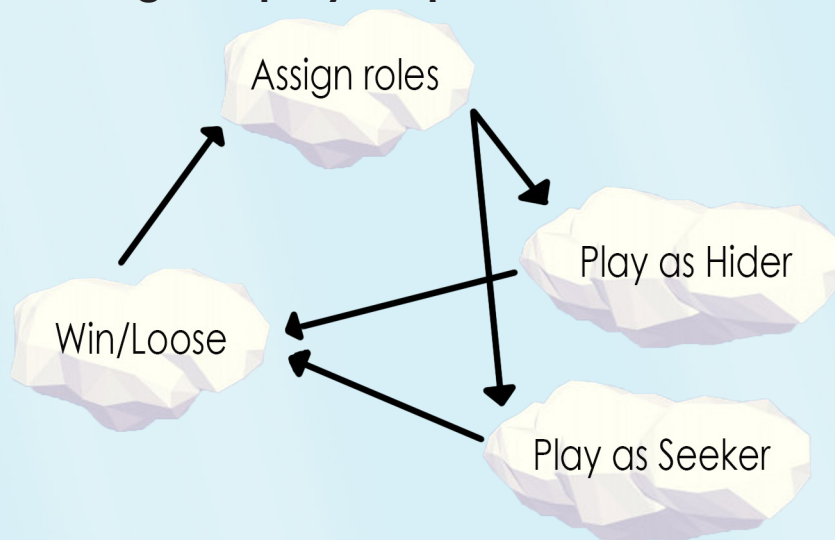
**Scope**

For the first deliverable there will be a simple character controller and the Hide mechanic

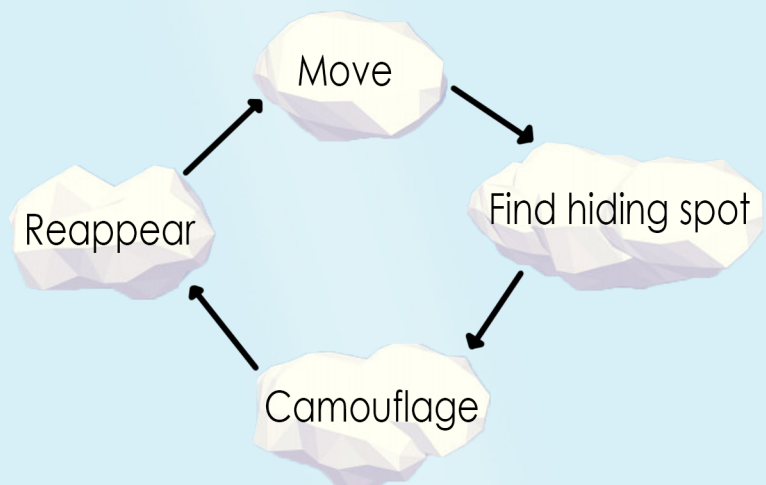
Cirrina should have a game experience of 5min per round, the maps change for maximum replayability and so with that and the idea that you play with friends who can change the game experience the game can be played for many many hours.

## Game Mechanics (specifically of the hide mechanic)

### Macro gameplay loop



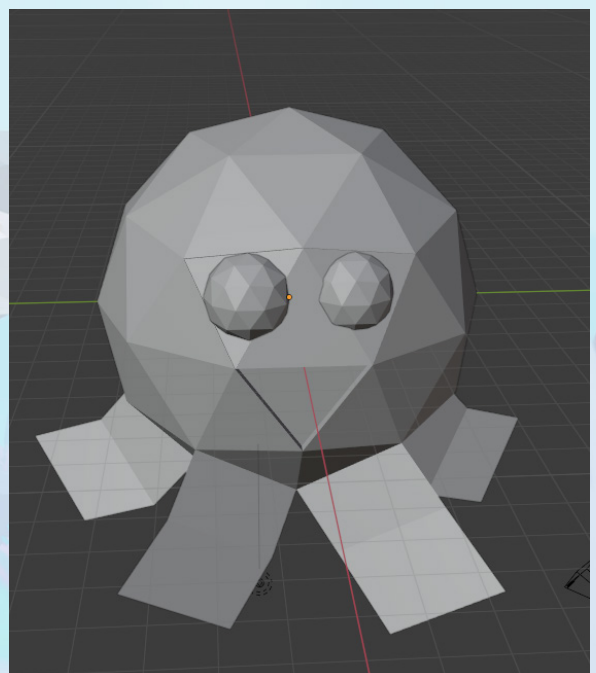
### Micro gameplay loop of Hide



### The 3Cs

#### Character

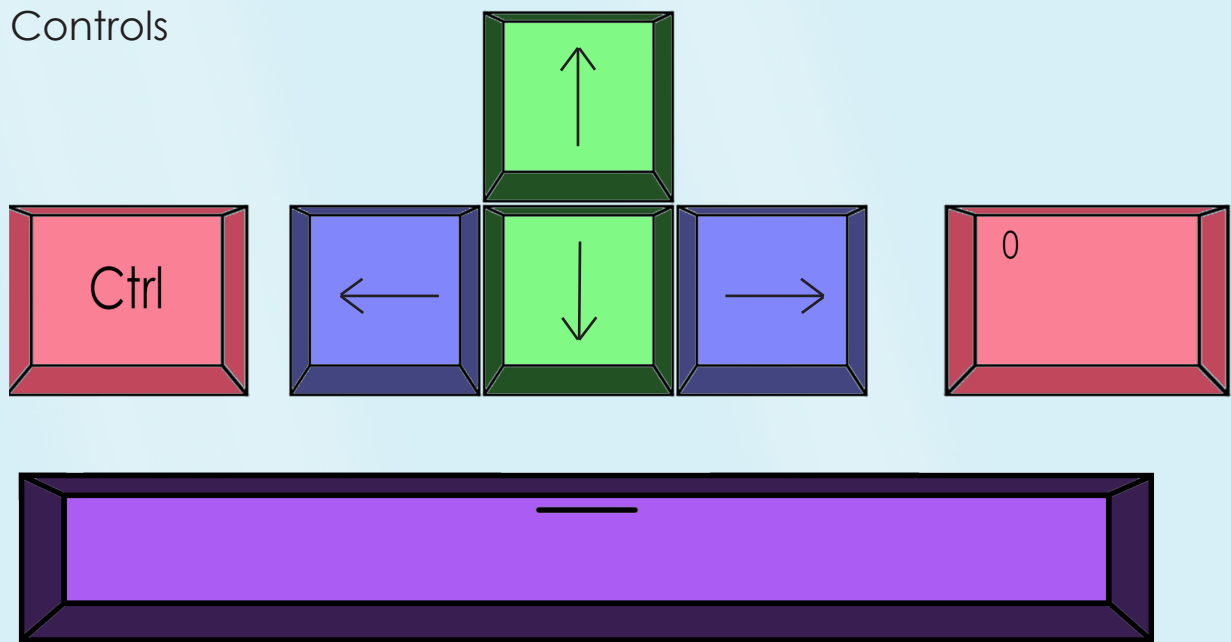
Octo is 45 cm tall, Octo is low poly and modeled after a stuffed toy, so is very round and “kawaii”. Octo doesn’t have any sort of back story so the players can give Octo any backstory they’d like. Octo looks like some of the corals in the level to help with the hiding mechanic. Octo can be customised by the players by changing colours and adding funky hats etc.



## Camera

Fixed exterior camera that follows the player from third person view.  
( screen shots)

## Controls



-  Shoot/Hide
-  Up/Down
-  Rotate left/Right
-  Forwards/Backwards





## Player Mechanics

### Collect

The players can collect coins that are scattered around the levels. The coins can be used to buy cosmetics such as funky hats. The coins are collected by the player simply colliding with them in the level.

### Movement

The player can move on all three axis, he can move forwards and back on the XY using a joystick or the up and down arrows, he can rotate around the Y Axis to turn using a joystick or the left right arrows and he can move up and down on the Z axis using LT and RT or ctrl and num 0.

### Ink shoot

The player (if Seeker) can shoot ink in front of themselves using the spacebar or 'a' on a controller, they have 3 ink cartridges to shoot to find players.

### Find

If the player is touched by the ink they become visible and black (covered in ink), they drop a cartridge of ink for the seeker and they can no longer hide and can now just roam around the level until everyone is found or the seeker runs out of ink.

### Hide

The player (if Hider) can camouflage itself to be barely visible. To do this the player will press the space button or the 'a' button on a controller to camouflage itself. The player's current shader will dissolve into a live camera image of what's behind them to help them hide and blend into the background. They can do this as many times as they want as long as they haven't been inked(found).

## world/system mechanics

### Interactive elements

Coins ; the coins are scattered around the levels for the players to go and find. These coins can be used to buy cosmetics (like funky hats). This is to push the players to move around and not just sit in one spot through the whole game



## Game feel intentions

Cirrina is a family game, it is meant for short time amusement among friends and strangers. When you play Cirrina you feel like a ninja, sneaking around trying to hide from the person seeking, there is also a sense of teamwork that can develop where the hiders work together while they run away from the seeker. The seeker has a sense of power as they play, because they can get people out of the game.

## Annexes

### References



