

GARF Mechanics

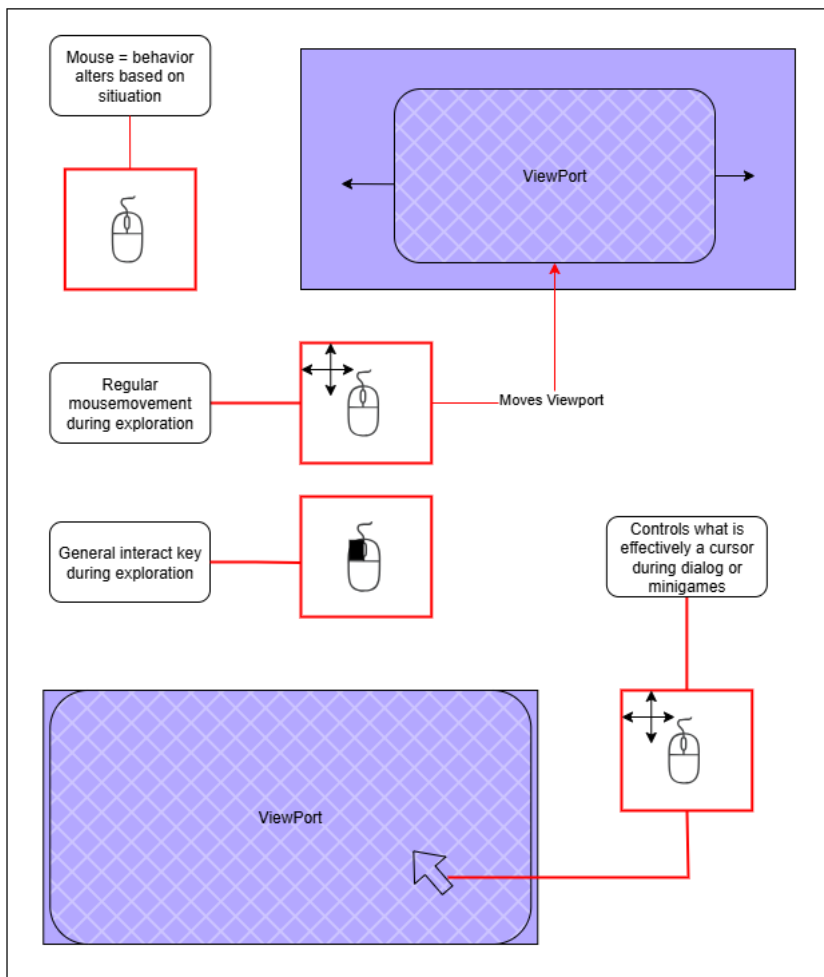
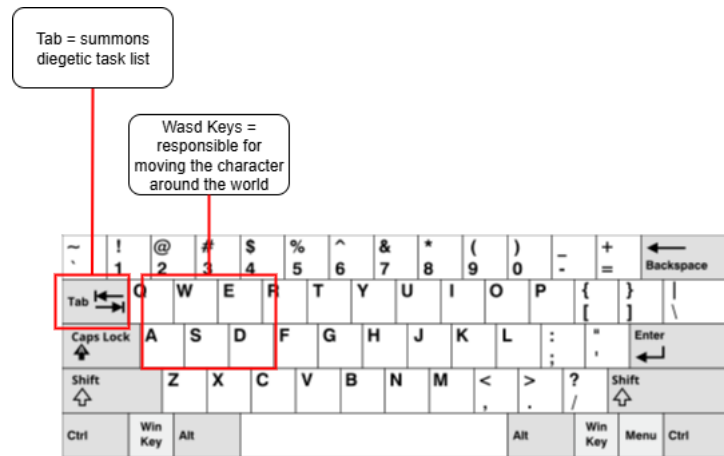
All the control keys we wrote down are not definite and can still be changed. Mechanics in which stroke motions are mentioned should however include stroke motions as this will be the main mechanic to perform actions.

This document can be used by the Art, Programming, and Sound teams. For sound, extra information has been written down for every mechanic.

The mechanics have been divided into High to Low priority categories.

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General controls



High priority

General sound cues

- picking up things

GARF – Walk around the perimeter of Nora’s land/cabin

GOAL: Explore the forest, take note of your surroundings and find the limits of the map.

ACTION: Walk with the WASD keys. Move the camera with the mouse.

RULES: The player can go everywhere inside the map but not past the invisible barrier around Nora’s land. This rule changes on days Nora ventures outside her domain (to go to the gas station or the stranger’s car/motorcycle).

FEEDBACK: The first-person view moves, and you hear footsteps that change depending on what ground you walk on. When you hit the invisible barrier, Nora starts thinking she should go back to the cabin, or depending on the day that the stranger might leave if she is gone for too long. If you keep going you stall and the world gets fuzzy.

SOUND: footsteps, (creaking floor panels), crunching snow/leaves/grass (depends), voice-over (least important)

GARF – Interacting with objects

GOAL: Interacting with objectives for narrative purposes or carrying around items.

ACTION: Pressing the E key.

RULES: Nora can only interact or carry one thing at a time.

FEEDBACK: Nora will comment on the objects she interacts with. If an item can be picked up, a prompt will ask the player whether they want to pick up the object.

SOUND: voice-over

GARF – Chopping wood

GOAL: Working through a pile of firewood.

ACTION: Using the right mouse button to grab a log. Placing said log on the stump (does not need to be very physicsy) Sub-garfchain chopping.

RULES: The Log needs to be at least kind of on the stump. If it is not on correctly it will just drop.

FEEDBACK: The pile of logs will shrink. The log “Snapping into place” (making it stable and stuck).

SOUND: placing wood on a stump

GARF – Subchain chopping

GOAL: Working through a pile of firewood.

ACTION: Grabbing the axe by clicking the handle. Moving the axe upwards by dragging it upwards with the mouse. Bringing down the axe by dragging it with the mouse. *Use stroke motion.*

RULES: The axe needs to be dragged onto the log so it hits the topside. Or the log won't be split. The axe needs to be dragged straight through.

FEEDBACK: If done correctly: The visible splitting of the log (the halves launching outwards due to the force of the split) & the sound of wood cracking. If done incorrectly: If hit on the side the axe won't penetrate the wood well & if unsuccessful on the follow-through the wood won't split all the way. After each swing: The player character grunting upon the completion of the swing.

SOUND: wood chop, cracking of wood, axe impact, axe swing, grunts

GARF – Making a fire

GOAL: Start a fire.

ACTION: Add newspapers to the furnace (E key), use a match (mouse), Blow into the fire (Space key), Add wood (E key). *Use a stroke motion.*

RULES: If you don't add newspaper, you won't be able to start the fire since the match won't make the wood catch on fire. If the fire is not strong enough and you add too much wood, it may extinguish. If you don't add enough wood, the fire won't last.

FEEDBACK: If the fire is well "built", there would be a big flame, if not it will extinguish. The fire won't catch on wood.

SOUND: sizzling of fire, stroking a match, throwing and dropping of wood and newspapers, blowing.

GARF – Making tea

GOAL: Prepare a cup of tea (to drink)

ACTION: Hold the kettle underneath the tap until it's full. Put the kettle on the stove to boil the water. Put the mint leaves inside the mug. Pour in the boiled water.

RULES: The player can't do any other actions while preparing the tea. A bar will appear to show how full the mug is. The player needs to reach the red line in the bar.

FEEDBACK: Nora will make a remark if you spill the water while pouring or when pouring too much water in the mug.

SOUND: pouring water, whistling tea kettle, boiling water, spilling water, voice-over

GARF – Tuning the radio

GOAL: Hearing a radio station clearly.

ACTION: Pressing the 'on' button, by clicking on it. Moving your hand to the dial and clicking. Dragging left or right to turn the dial.

RULES: The audio must become more clearly understandable as the dial moves closer to the correct position.

FEEDBACK: Once the on button is pressed static-like noise should start. As the player moves the dial closer to the correct position the noise should be less audible, and a song or radio show become more audible. As the player moves the dial further away the static should cover more and become slightly louder. (within reasonable limits)

SOUND: static noise, random snippets of radio broadcasts, radio station conversation (regarding missing people)

Medium priority

GARF – Reading paper (on day 2)

GOAL: Read the paper, find out information from the outside world.

ACTION: Click on the paper with your left mouse button or use the pick-up key.

RULES: Selecting the paper makes it bigger, you have to click again to put the paper down again.

FEEDBACK: The paper gets bigger so that the player can read it, Nora reads something aloud/makes comments. You hear paper rustling.

SOUND: rustling paper, voice-over

GARF – Cooking (not final)

GOAL: Create a meal for Nora or the Stranger.

ACTION: Put some ingredients together inside the frying pan. Turn the ingredients with mouse strokes inside the frying pan.

RULES: If the player doesn't turn the ingredients on time, the food will burn.

FEEDBACK: The food will look delicious if the player turns the ingredients on time. The food will look burnt if the player doesn't turn the ingredients on time.

SOUND: sizzling food

GARF – Gardening

GOAL: Water plants

ACTION: Press E to pick up the watering can. Click the left mouse button to pour. Use mouse dragging/swiping to move the watering can around. *Use stroke motion.*

RULES: Can't water plants with other tools. Can only pour water with the watering can. If the watering can is lost, it will respawn at its own intended place the next day. If you water plants too much or too less, the plants will start to wilt.

FEEDBACK: Visual cue that indicates that the watering can can be picked up. Play sound cue for picking up the watering can. Sound cue for pouring water out of the can. Sound cue for pouring water over plants. Dirt that the water is poured over becomes darker.

SOUND: watering plants, grabbing the watering can

GARF – Scavenging

GOAL: Collect plants such as herbs, wild veggies, roots, nuts, mushrooms etc.

ACTION: Press E to pick up an asset.

RULES: Can only pick up assets with interaction cues. Assets go straight to inventory.

FEEDBACK: Visual cue for interaction. Animation that triggers when action is completed. Sound cue for picking up animation. Assets disappear from the screen.

Low priority

GARF – Cleaning the cabin

GOAL: To clean the cabin before it gets messy and to find new objects laying around the house.

ACTION: Click on a broom and use a swiping motion to sweep the room. While holding the broom you're also able to click on items to look at them and decide if you want to throw it away.

RULES: When sweeping Not everything can be thrown away; some things can only be picked up to be put back down again.

FEEDBACK: During the sweeping some items or trash will move which can reveal new items. You hear a sweeping sound. The floor gets less grey the more you sweep. When picking up an item with a broom in hand you get the option to throw away or put it back down. When trying to throw away the wrong items (that can't be thrown away because they're important) Nora will make some remark about how it can't be thrown away and put it back down again.

SOUND: sweeping sound

GARF – Do the dishes

GOAL: Wash all the dishes

ACTION: Grab a dish (left click), wash the dish with a sponge (mouse), rinse dish (space key), leave the dish to dry (left click). *Use a stroke motion.*

RULES: You must have a dish in your hand to wash it. You must wash a dish to rinse it, and you must rinse a plate to leave it to dry.

FEEDBACK: When a dish is clean it's shiny. It won't let you dry the dishes if they are not clean.

SOUND: running water, washing, putting down dishes.