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| Close-up of semiconductor elements | Escape from the Media  Game Plan & Requirements  GBC7  Keyline divider beneath title  Ryn Ellis  Jed Galloway  Ryan Guglielmello  Soyoung Kim  Nogn Khanh Ma  Jimmy Vargas  Game Prod II  Spring 2018  Filip Krstevski  May 21st 2018 |

# Game Requirements

## High Concept

A scientist has discovered the world is actually flat and must stop his research from being publicized globally before the entire world erupts into chaos.

## Game Features

* Multiple levels with different goals to pass that level
* Outrun, fight, and solve riddles to stop the publication of your findings
* Fight the publisher and the media to stop the publication and save the world

## Player Motivation

Destroy all evidence that the world is flat, ensuring the safety of the world and stopping the end of the world as we know it.

## Genre

RPG and Action

## Target Audience

Any game player that enjoys RPGs but with a twist.

## Competition

* Murphy’s Law
* Demolition Dude
* Mike Shadow | Paid for It

## Unique Selling Points

* Fight, outrun, and solve riddles to stop the distribution of your findings and the destruction of the world.

## Target Hardware

PC with a keyboard and a browser

## Design Goals

* Intuitive:
  + Each level will require different objectives to be completed to advance.
* Quick:
  + Each level will last roughly 30 seconds to 2 minutes, except the boss levels.
* Balanced:
  + Different type of levels to engage the player to use their intuition and wits to advance through the stages.

## Story

You are a scientist who has discovered actual evidence that the world is in fact flat and not round as has been thought for centuries. You know this will enrage the world, so you decided to tell no one about your findings, aside from your own mother, of course. However, you awoke this morning to discover that the news of the world being flat has gotten out. You decide that nobody can find the evidence you have found. So you must rush and find all the evidence that you have and destroy it all before the angry mob gets it or you, or else all Hell will break loose.

# Game Plan

## Intro

## You are a scientist who has discovered actual evidence that the world is in fact flat. You knew this would enrage a great many people so you had decided to tell no-one about this finding, aside from your own mother of course. However, this morning you woke up to discover that the news got out. Nobody can find that evidence. Find and destroy it before the angry mob gets it or you, else an even worse chaos ensues.    \*\*Prompt player to enter their name to be stored and used in news and other dialogs\*\*

## Level One

## Home

* Level Setting
  + Living Room/Bedroom
    - Side View
    - TV (dialog 1)
    - Butler appears, after Mission 1 is completed, tells you that there is a secret passage way through the sewer (continue onto Mission 2)
    - Interacting with the roof’s door after the butler tells you about the sewer will activate dialog 3.
    - Your mom calls before you enter the sewer, which activates dialog 4.
    - Interacting with a table or another object that could have a newspaper on it (using spacebar or the enter key) will show a newspaper page of today’s newspaper with your face on it.
  + Roof
    - Aerial View
* Mission
  + You need to look through all potential exits (windows, doors, etc) before the butler arrives. The game then allows you to move a certain couch, chair, or other object one space where you will discover the entrance to the sewer. The butler will hand you a torch before you enter the sewer.
  + Player will have to fight (using Mom’s cane) the members of the angry mob that somehow managed to make their way onto the roof. Push them off the roof or hit them enough times to enable you to make your way to your helicopter, making your way to your lab (possible side-scrolling round for helicopter scene or cut-scene of animation, depending on time restraints)
* Thought/Hint/Speech-Bubbles/Dialog
  + “Last night we received a time from a source who wishes to remain anonymous stating that “\*\*Character’s Name\*\*” has discovered scientific proof that the world is actually flat. Mobs of enraged scientists and community members have formed outside “\*\*Character’s Name\*\*”’s house in protest”. NEWS DIALOG
  + “Hey Son. I don’t know if you’ve heard yet, but I called a publisher about that evidence you discovered” MOM on PHONE

“Ya….No Sh!t. Thanks for the heads up, Mom” CHARACTER on PHONE

“I figured my son deserves to be recognized for his hard work”” MOM on PHONE

“I can’t talk right now mom. I have to go destroy the evidence!” CHARACTER on PHONE

* + “Roof is blocked by angry mob of scientist. Not sure if they’re smart for finding a way up here or the opposite; for not having a way back down. Either way, I’m going to have to use the sewer for now” HINT DIALOG BUBBLE
  + “I gave the publisher a call. They said they won’t withdrawal the article. The address for the publisher’s office is… \*silence\* What’s that? The angry mob on your roof cut your power lines and your phone got soaked going through the sewer? I guess you’ll have to make it back here so I can print you off a map. Head here once you fetch the research papers from the lab.” MOM

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## Level Two

## Sewer

* Level Setting
  + Aerial View
  + Health Meter appears
  + Dialog 1
  + Complete darkness aside from small area surrounding player (Mission)
  + Water covering hidden key on floor (Mission)
  + Locked door blocking way to store’s basement (Dialog 2)
  + Enemy spiders or rats attack in certain areas
  + Entering sewer (Dialog 3)
  + Angry scientist hiding behind a wall pops out on your way back to your house (Mission & Dialog 4)
* Mission
  + Need to light all torches for level to become lit and the lever to appear
  + Pull lever to drain sewer to find a key hidden under the sewer water in order to make it through the sewer into the store
  + Stomp on rats or spiders along the way
  + Fight the scientist with the cane from Mom to receive a baseball bat (or another melee weapon) and then continue onto your house
* Thought/Hint/Speech-Bubbles/Dialog
  + “There has to be some way to brighten it up in here.” THOUGHT BUBBLE
  + “Door’s locked…..I wonder if there’s a way to get it opened.” THOUGHT BUBBLE
  + \*\*You hear the faint sound of movement\*\* “Weird. I don’t remember the mice being this loud my first time thought…” THOUGHT BUBBLE
  + “I heard you came out through here earlier. I thought maybe I would find a path to your house to find that research paper…but now I can make you tell me instead!!!” ANGRY SCIENTIST

## Level Three

## Clothing Store

* Level Setting
  + Aerial View
  + Emerges through closet in office
  + Office door has a key code lock (Mission)
  + Dialog 1
  + Some windows do not have blinds covering them. A member of the mob peaking in through the open windows every few seconds (Mission)
  + Interacting with most shelves brings up Dialog 2
  + Only one shelf will bring up Dialog 3
  + Interacting with the door before rollerblades found will activate Dialog 4
  + Rollerblades hidden on one of the store floors will activate Dialog 5
  + Before map and after rollerblades are found will activate Dialog 6
* Mission
  + Search the filing cabinets and desk for clues to the passcode for the door. Find a picture that has a date on it and enter that to unlock the door.
  + Time your way passed the open windows.
  + Push boxes around and search the levels of the store for a disguise, rollerblades, and a map
* Thought/Hint/Speech-Bubbles/Dialog
  + “Hey…a clothing store! Luckily the sewer’s staircase lead here. And closed mid-day too…Not odd at all….Time to find a disguise” THOUGHT BUBBLE
  + “This will do” THOUGHT BUBBLE
  + “They’re too close right now. There’s no way I will make it all the way to the lab. Maybe they’ll pass by soon. Better keep looking around for now.” THOUGHT BUBBLE
  + “These might help me outrun them.” THOUGHT BUBBLE
  + “I have no idea which way to go. I guess I should pay more attention when my chauffeur drives me around. Better look for a map.” THOUGHT BUBBLE
  + “A map…Ooohhh, looks like Mom’s house is right around the corner. Can’t believe I didn’t already know that.” THOUGHT BUBBLE

## Level Four

## The Streetz

* Level Setting
  + Aerial View
  + Mob immediately recognize you (Dialog)
  + Debris everywhere from rioting mobs
* Mission
  + Immediately get sighted upon leaving the store and mob at your mansion start heading your way.
  + Zoom (on rollerblades) through the street avoiding debris and other objects. Hit an obstacle and the mob might catch up with you.
* Thought/Hint/Speech-Bubbles/Dialog
  + “There he is!” MOB
  + “Sh!t! Dressing like a girl is looking more appealing right now” THOUGHT BUBBLE

## Level Five

## Mom’s Place

* Level Setting
  + Aerial View
  + Older lady’s home
  + Cats everywhere
* Mission
  + Mom does not remember where she left the publisher’s number, but she has a story to tell you about her night that might give you a hint.
  + Must listen to the story from your mother and deduce which cat has snatched the piece of paper with the publisher’s number on it to advance the level.
  + Character will need to make it to the lab in order to destroy the evidence of his scientific findings.
* Thought/Hint/Speech-Bubbles/Dialog
  + “Mob has moved on to the lab in order to find and disprove the paper. However, the ones who somehow found their way to the roof didn’t plan a way down. They are stuck there.” DIALOG
  + “The lady on the news says the angry mob moved onto your lab. Good thing you always lock up. You’re going to have to make it to your lab and pick up that paper before they get it if you really think it would be dangerous for someone to have that proof. Take this wooden cane in case you run into any trouble.” MOM

## Level Six

## Lab

* Level Setting
  + Aerial View
  + The way to the lab is blocked by an angry mob.
  + Lands on the roof with the helicopter and there are several people inside the lab looting it, trying to find the research in order to disprove it.
* Mission
  + Must return to house and right the mob on the roof with Mom’s cane and get into the helicopter to enter the lab through the roof.
  + Character needs to find where people are getting in and block the way before he can open his safe and destroy the evidence.
  + The character must head back to Mom’s place to get a map to find the publisher’s office.
* Thought/Hint/Speech-Bubbles/Dialog
  + “Angry mob outside blocking the way is too large to fight off.” DIALOG
  + “There are several people inside. You must have left one of the windows open or something. Let’s find where they’re getting in and block it before I’m overwhelmed.” DIALOG

## Level Possibilities

* Helicopter Level
  + Side Scrolling
* Publisher’s Office
  + Aerial View