Mouse

Game Design Document

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# Overview

Mouse is a pixel RPG set in a fluorescent cyberpunk world. The player controls the titular character as they perform acts if espionage and sabotage against the corporations.

## Theme

Cyberpunk

## Story

The world in 2053AD has devolved into a pseudo feudal system, where corporations represent the new feudal fiefdoms and CEOs are the new lords and kings. Cities become the playthings of the corps, with the top tier corps binding together into cartels to run them. The action in Mouse takes place in Ruby district run by the Ruby cartel. The Ruby Cartel consists of the five major corps of Ruby district, Arisana Corp, Shein Biodatalytics Corp, International Data Systems Corp, Takashina Biosystems Corp, Helveti Corp and all their subsidiaries.

Much of the work force has been automated and robotised, and workers, called ‘contractors’ are the new peasants, handling the work that can’t (or won’t) be automated. The workforce is packaged and sold or rented like chattel between corporations.

Under the employment of the Arisana Corp, Mouse’s role is that as a professional thief within the system. While she’s a contractor, her role allows her greater privileges than most, to allow her steal corporate secrets and commits corporate espionage on behalf of the Arisana Corp management.

Olivia ‘Mouse’ Hart

### Act 0 – Milk Run

* Start in her apartment. Cyberpunk look. Low, messy. Her A.I cat sits in the corner. There is a computer beside her bed
* A mobile transport for cat is visible in the room
* Boss sends her on a easy run, to discover who is funnelling money to small town corp
* Discovers a corp that is connected with Arisana
* Boss seeks to uncover further information
* Meet up with Snow Owl at the Arisana. Manager has sent Mouse on a run with recruit Snow Owl to observe.
* Snow Owl is to act as lookout while Mouse performs the actions of the run
* The company in question should be a milk run.
* Upon completion of the first level, mouse uncovers direct link between Arisana and all corps, and Manager lyon’s direct involvement,
* Security engages and traps Mouse and Snow Owl. Enforcers close around room
* Snow Owl reveals the betrayal of Mouse’s boss
* Mouse is stripped of all access, and Cat is removed from her systems
* Mouse is pushed out onto the street as a manager-less nobody

### Act 1 – Bootstrap

* Mouse is picked up off the street by rebellion extraction team
* Mouse aims to build connections with the rebellion
* And gain early kit to help her perform better
* Meet the rebellion
* Survival

### Act 2 – Rebellion

* Meet the rebellion
* Rebellion has factions
* Uses runs to prove herself to the rebellion
* Rebellion promise to help Mouse with her search for Kari
* Start to perform jobs on behalf of the rebellion
* Mouse seeks to survive

### Act 3 – Shutdown

* Mouse uncovers the illusion of rebellion.
* The rebellion 'frees' people from the work slavery
* The media reports the company stock going down
* Are you sure that's the media is showing the truth? Actually, the company's stock went up. The people chosen to free were chosen by the company to free resources. It was a cull.
* "Are you telling me the rebellion work for the companies?"
* "Directly? No, of course not. But it's the illusion of choice. The company's need rebellion. It's to their benefit. You think of a rebellion as parasitic, but really, they are symbiotic.
* The rebellion are slave traders. They reinvest any good resources back into the business, and turf the rest. Just enough to keep the free folk down
* You mean I wasn’t good? Define good? Technically good? Or cheap/shiny/pretty?
* Mouse focuses on revenge
* Discovers sabotaging one just causes another to fill in.

### Act 4 – The Lone Mouse

* The player is a free agent, able to take jobs at will
* The player goes after their A.I. cat
* Survival

# Game Design

## Core Gameplay Mechanics

The game uses a top down 2D view that follows the selected character as they move about the world

The player uses arrow keys to move the player around

The player will be provided a number of action buttons for performing standard actions:

* Use/Activate
* Bug
* Hack
* Overload
* Select (pause and show character actions)
* Start (pause and show game actions)

Players on mobile devices will be provided on screen button equivalents

The player must creep around levels without being detected.

There are minimal weapons, the player can’t shoot their way through the levels, instead avoiding detection and traps.

The player must defeat challenging puzzles within set time frames to overcome the levels.

Players must overcome the security in each level throughout the world to be able to overcome levels. A player may not be able to complete a level on the first attempt, as they discover they need further information to progress.

### Jobs/Forums

<<a job board lists open jobs with explicit rewards>>

<<player has to purchase passes to gain access to jobs>>

<<burning heat on a job will cause the pass to expire>>

<<there should always be a cheap one that the player can afford>>

<<chatter on the interwebs about certain companies increasing their security>>

<<have to purchase building access to get in. a choice between access and upgrades>>

<<copy pass then resell on the black market. Considered rude>>

### Heat

The player activates a level by overcoming a small puzzle to disable the entrance security of the level. A countdown begins, showing the approximate arrive of security guards to the player’s location. This places pressure on them to complete the puzzle within a set timeframe. A player needs to consider keeping some time up their sleeve if they need to escape. Escaping after the heat has expired will make the next attempt at a level more challenging as the security levels are raised.

### Cash

The player will be able to collect additional funds throughout the levels.

Funds are a measure of people. People are commoditised. A morale choice between spending other people to achieve more

### Conversation Recorder

### Maps

### Trading & Forums

## Enemies/Obstacles

### Doors

### Security Cameras

Fixed in place with a large scanning arc

Trip Lasers

Gas grenades

### Spider Drones

Will have a small scanning arc in front of them

Will follow a fixed patrol

Can walk up walls?

### Snake Drones

Used to sneak through ducts

### Hawk Drones

Can fly over obstacles/ doesn’t trip pressure pads

### Trip Lasers

### Technicians/Scientists/Operators

### Guards

Will arrive after the time of the level activate expires

Will arrive if the player trips a security device

Enforcers

Android Guards

Android Enforcers

### Ninjas – Spectres

Have active camo

## Core Gameplay

Drone’s acting as third person cameras? Security cameras acting as third person cameras?

Erase traces after the fact. Don’t erase = heightened alert in future.

### Hacking Mini Game

“Tumblers on a lock”

The player is presented with multiple tumblers (or some other energy representation). The number increases with difficulty.

The player needs to balance the time spent hacking across each tumbler so that they can break through. The computer will randomly apply energy to each tumbler to reverse this process

Tumblers can be lines in a network diagram

Computer can be

Cat and mice over computer node network.

Cats patrol computer nodes

Player is mice. Trying to burrow their way across the network to the C&C node.

Can hack a path from one computer to the next.

Hack a node to take control

Delete a path to prevent being followed. = Delete routes across the network.

Different nodes take different times to hack

Cats follow semi predictable path

If cat sees a trace of mice, cats will go on the offensive.

Can have multiple cats on a network.

Advanced cats know the network has been changed

## Targeted Platforms

* Android
* iOS (Maybe?)
* Windows Desktop
* WebGL

## Monetization

* The game will be priced at ~$xUS outright
* Expansions may come later

## Project Scope

## Influences

* XCOM
* Tomb Raider
* Pokemon

## Colour Palette

Mouse features an 80’s cyberpunk/Outrun esq Cyan & Magenta colour scheme

#b43973

#052c46

#00354e

#006462

#FFFFFF

## Style

* 2D RPG style pixel game

## Ideas

## Cast

### Mouse

OIivia “Mouse” Hart

Cat

### Snow Owl

### Manager Lyon

### Corporations

Known as ‘corps’

Corporations run the world.

The world has devolved into a class society.

Workers are the lowest class and effectively the property of corps.

Only managers and above have non corp names.

### Arisana

One of the largest corps.

‘Owns’ Mouse and Snow Owl at the beginning of the game

### Managers

Lyon

### Gibson

“Tiger”

### Crash

### Stitch

Psychdoc

Stitch – Because you like to stitch people up?

No, because I like cross stitching in my free time. Frankly, I’m a terrible nurse

### Old friend

### Psychodoc

### The Bazaar Suppliers

### Rival runners

### Kit

### Factions

### Marketplace

News Computers

# Project

# Assets

The mouse logo uses the font Imogen Agnes, which is licenced for use, but not distribution.