



Midnight Slice Madness System Analysis

Sebastian | Zoë | Aiden | Andrew | Dylan

The Story

You're a pizza delivery driver who's just started their job! However, upon your first few deliveries something is quite amiss. A variety of monsters are trying to prevent you from getting to your houses on time, so you'll get bad ratings.

Deliver the pizzas efficiently while avoiding the monster's attacks to gain good ratings and tips! Then spend your money on item upgrades to do even better on your future deliveries.



Main Menu

Context: Midnight Slice Madness is booted up

Player Action: Select options on the menu to start the game, modify options, or exit the game.



Tutorial

Context: Tutorial Section. Main Character Chris Crust makes his 1st pizza for his father.

Player Action: Player uses arrow keys to select dialogue option, and ENTER to select an option...



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Quest start!

First quest starts! Player is given a destination and can now deliver a pizza to that location.



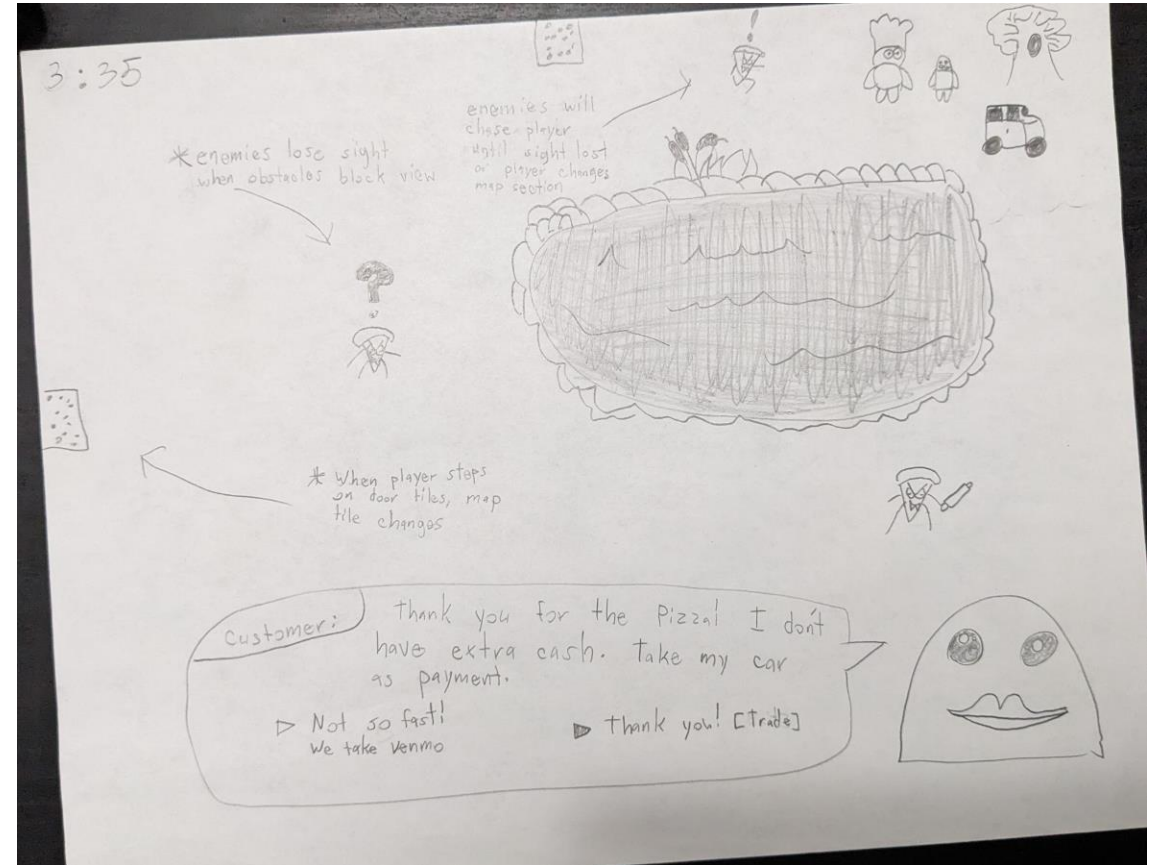
Main Gameplay Loop

Context:

Chris completes deliveries to one day be able to afford to compete with Pizza Hut.

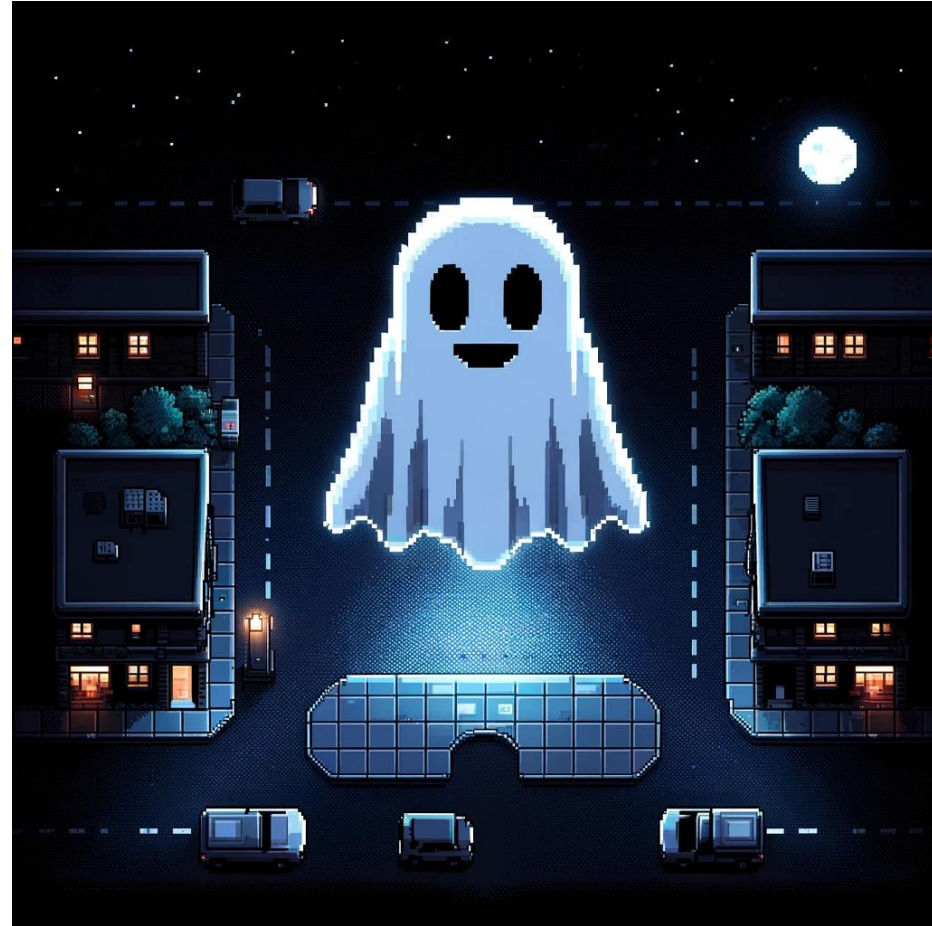
Player Action:

The player creates a pizza and picks it up so that it can be delivered to the customer. After dropping off the pizza at the delivery destination, the player receives money based on performance and continues to deliver more pizzas.



Monsters

Context: We have a ghost monster with a detection radius. If the player enters it, the monster pursues. If the ghost gets close enough for the player to be in the ghost's spell radius, it will cast a slime attack on the player, causing the player to slow down.



NPC's

Context: Chris is late for a deliver to his love interest, the beautiful Porta-Bella.

Player Action: Players complete deliveries by first talking to NPC's, then exchanging their order for some payment. (Money, Items, Upgrades, etc...)



The Map

Context: The map of the game is a 2 separate maps. The first being a tutorial map, the second being the main map. The center of the main map will have the city the player is delivering pizza from, outward from the city will be paths of various difficulty that the player will deliver pizzas to.

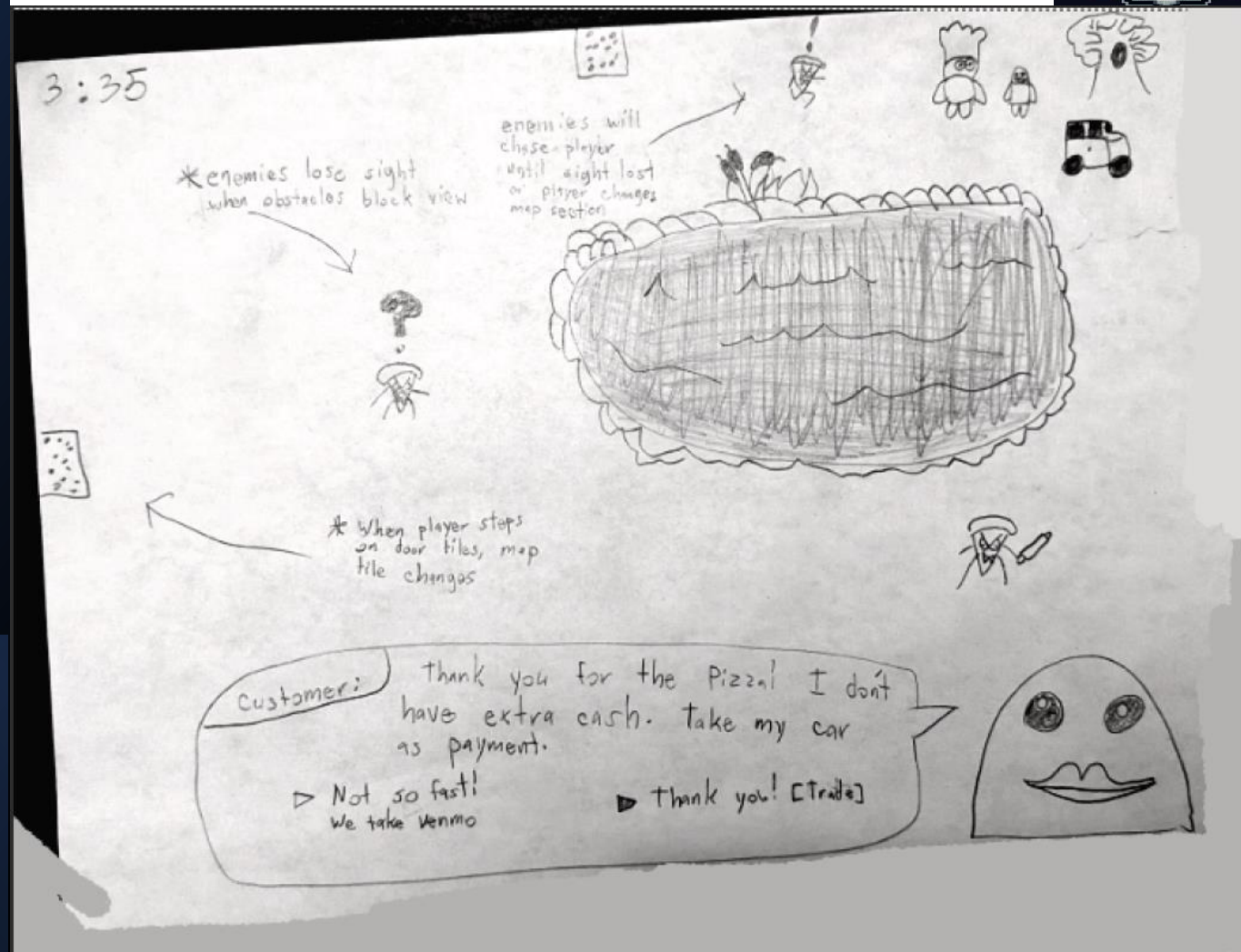
Player Action: The player can open a map that will roughly show their destination, to help them find their way.



Quest Design

Context: A quest will start with an objective to pick up a pizza from the main pizza parlor. The player will then be instructed to deliver the pizza to a specific address.

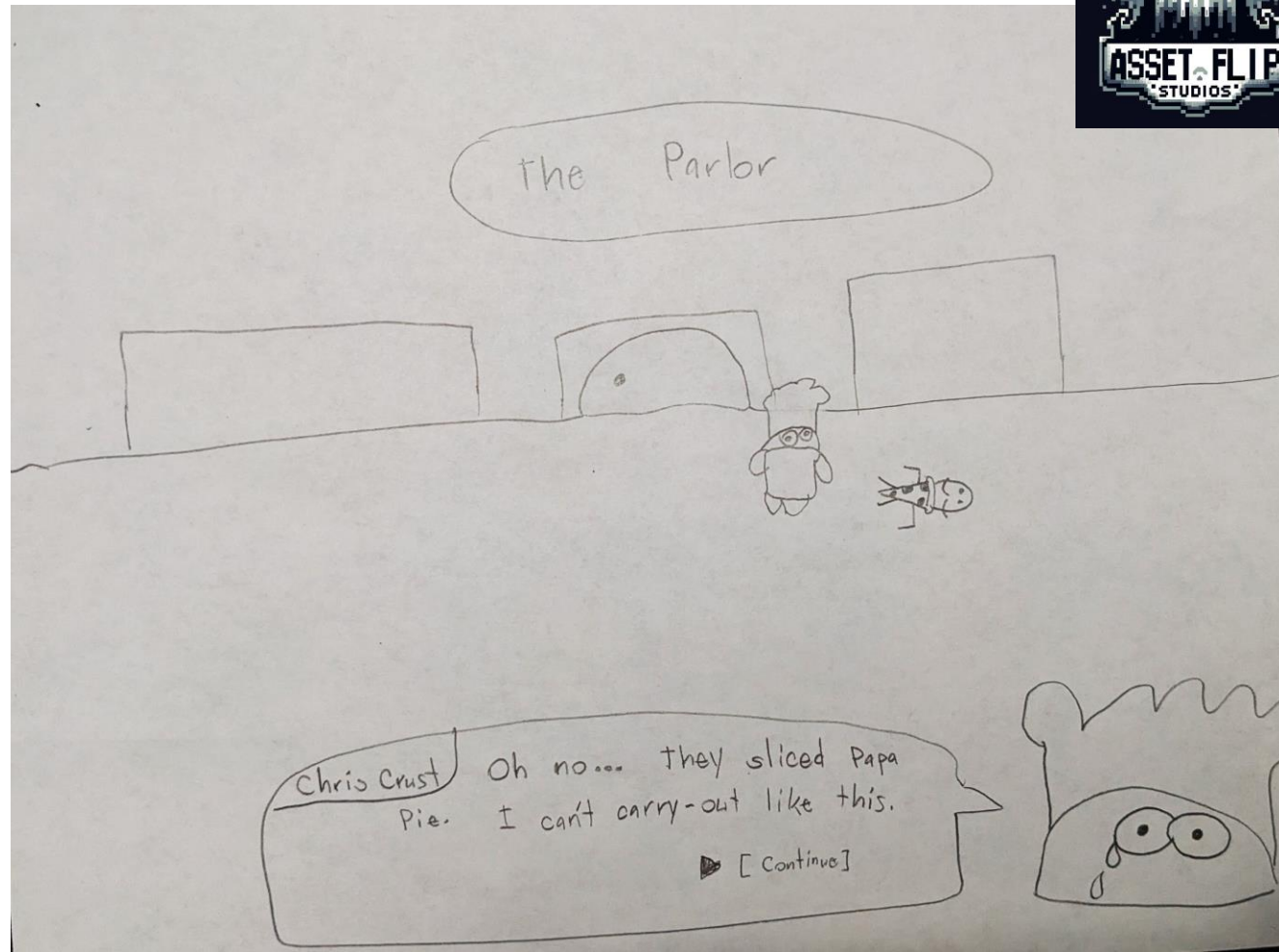
Player Action: As the player complete deliveries, they are rewarded with money to spend on upgrades.



Papa Pie gets sliced! [NOTCLICKBAIT]

Not necessary, but helps progress the story

Can be supplemented with gameplay changes (new obstacles/enemies, increased difficulty, etc...)



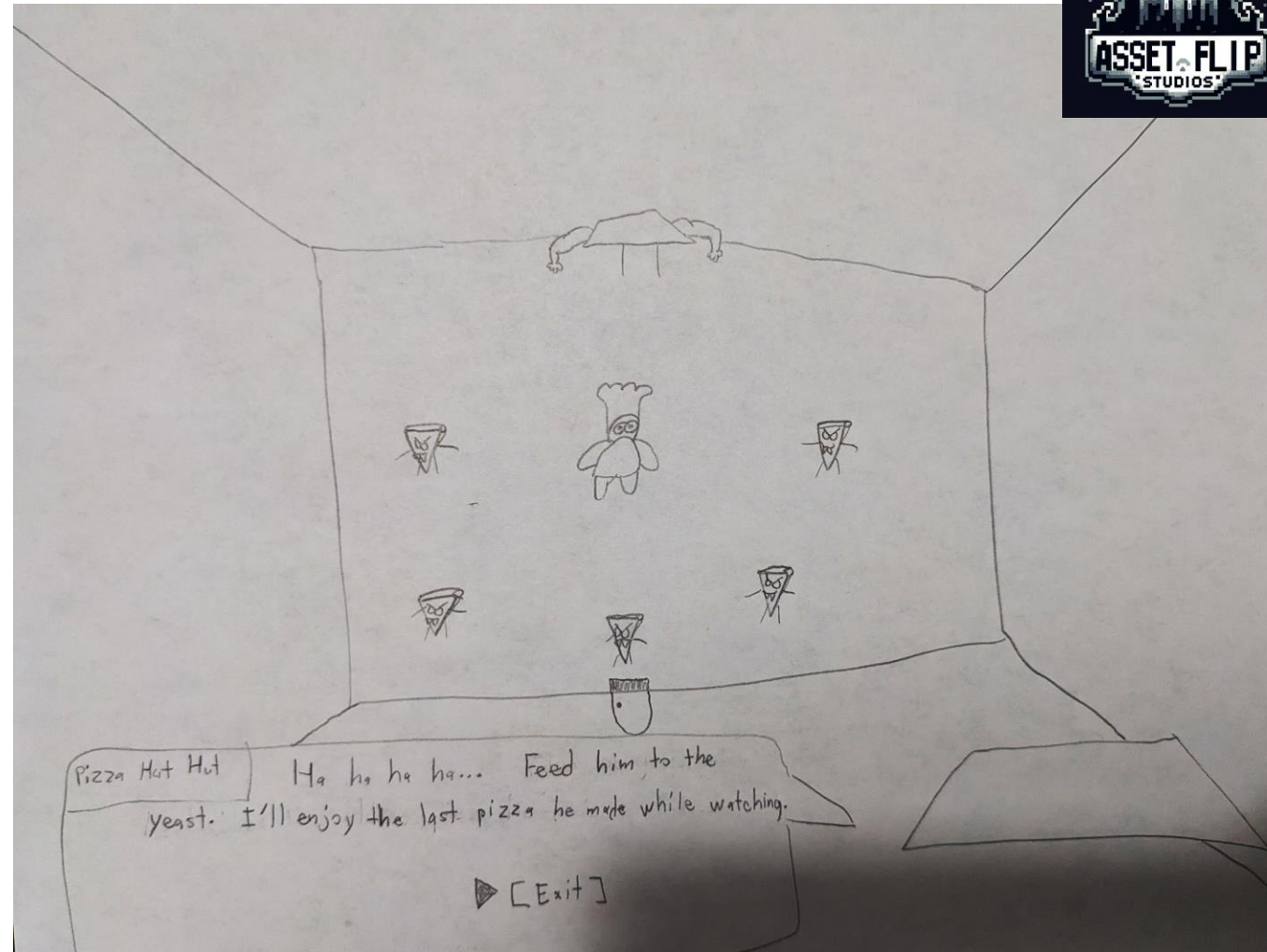
Context: The Pizza Hut Corporation leaves Chris a message...

Player Action: Cutscene, player uses ENTER to continue the occasionally resume/skip the scripted scene...

Climax

The Final Boss, or last obstacle for the player & protagonist.

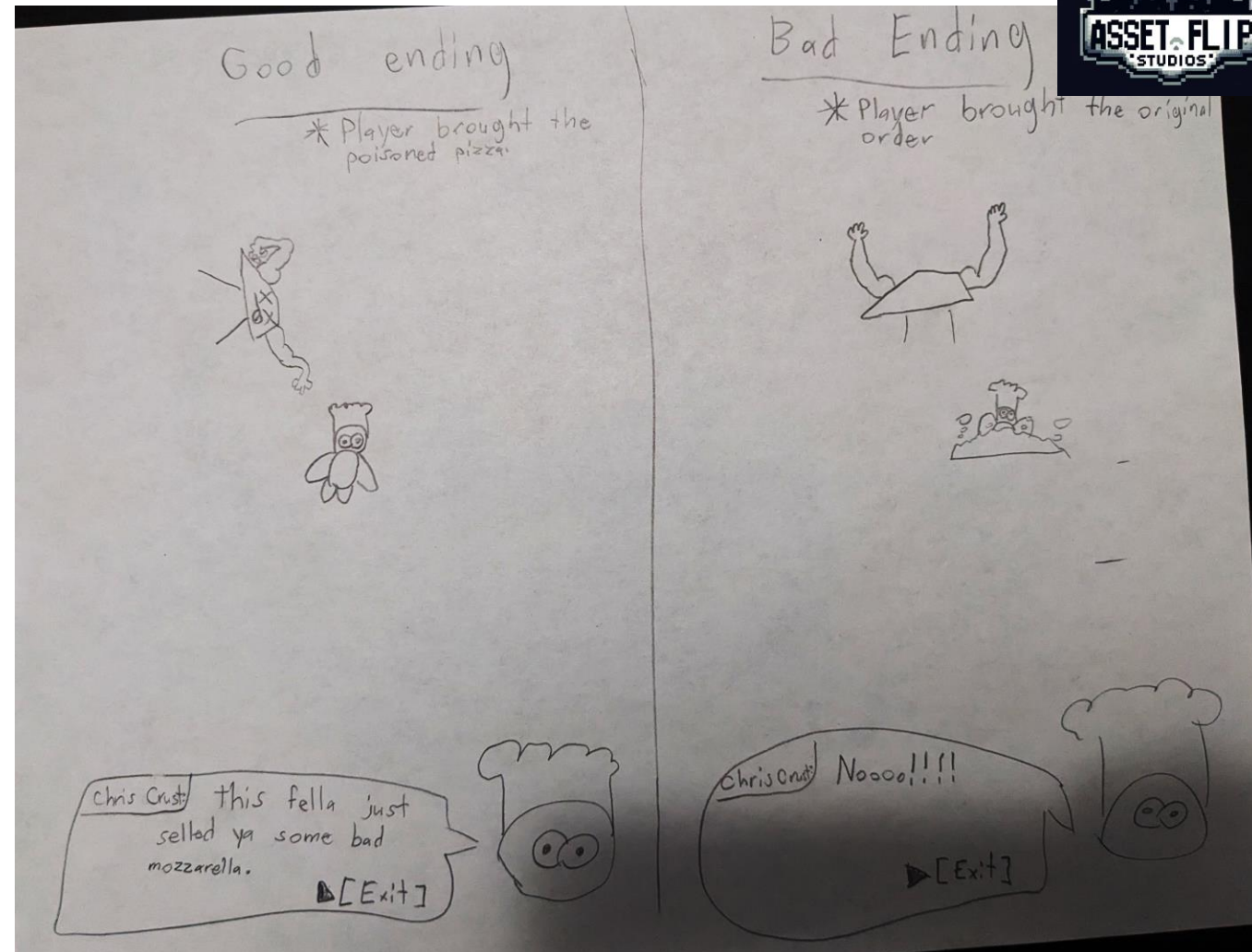
Make sure to explain any changes/additions to gameplay



Context: Chris gets tricked into delivering to Pizza Hut HQ...

Player Action: ...

Resolution



Context: If player brings poison pizza....

Player Action: ...

Global Use Case

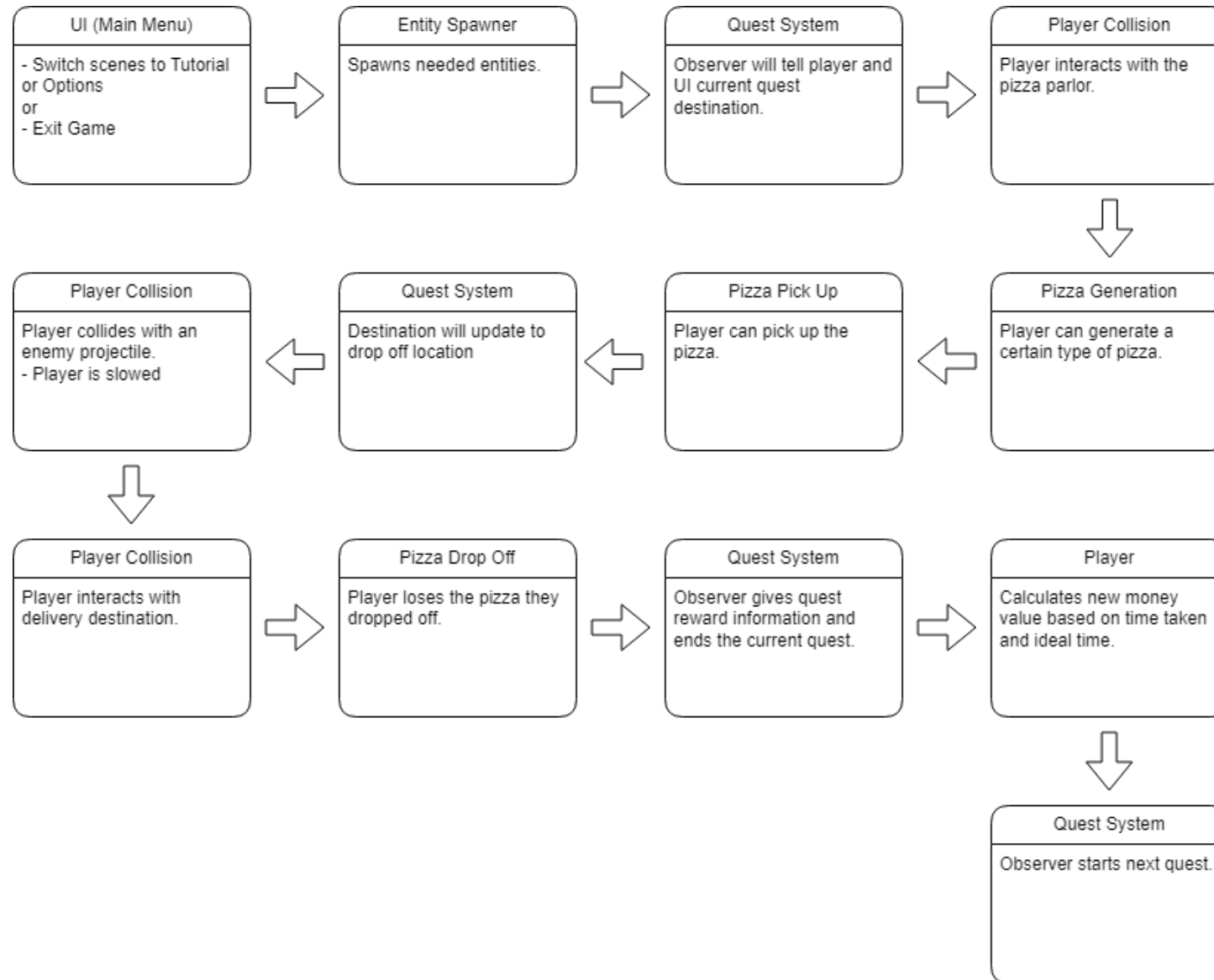
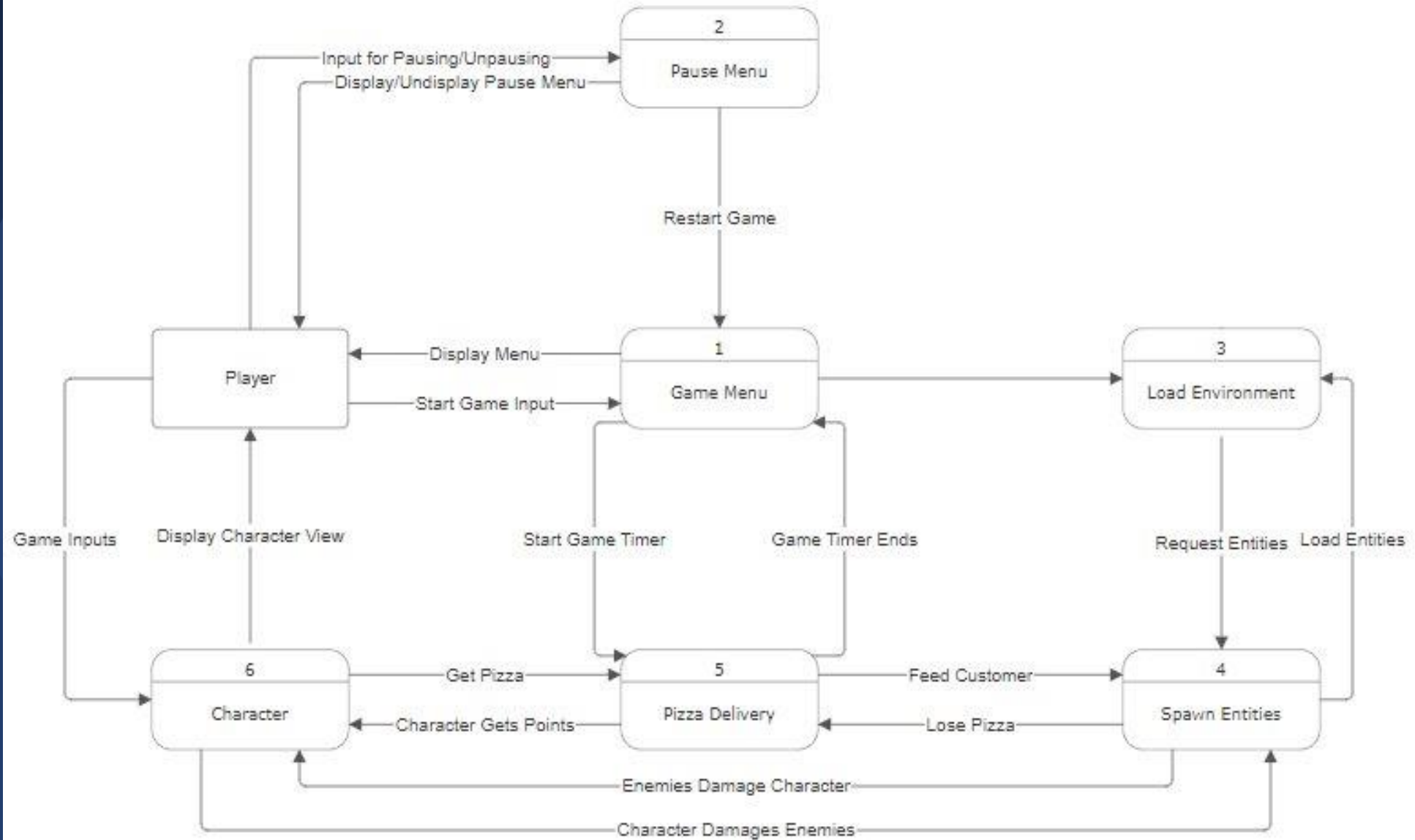
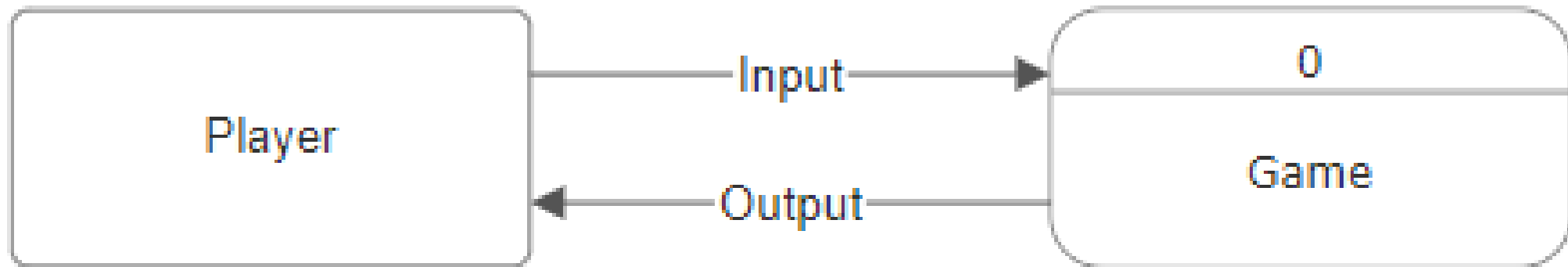


Diagram 0



Context Diagram





Dylan – Menus, Monster, Demo Mode

Responsibilities:

- Menus
- Monsters
- Demo Mode

Priority:

Menu - High

Monsters - High

Demo Mode - Medium

Complexity:

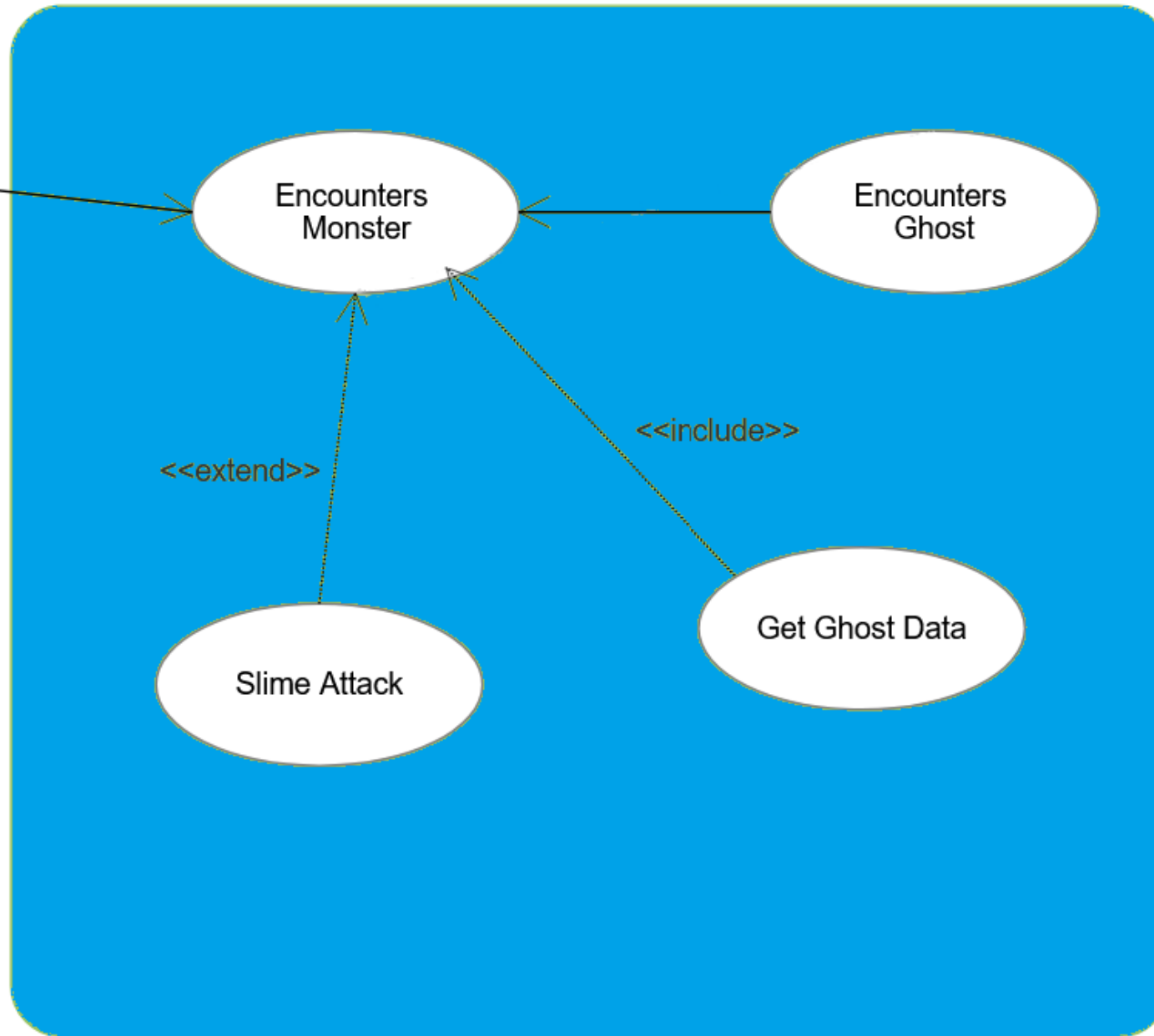
Menu - Low

Monsters - High

Demo Mode - Low

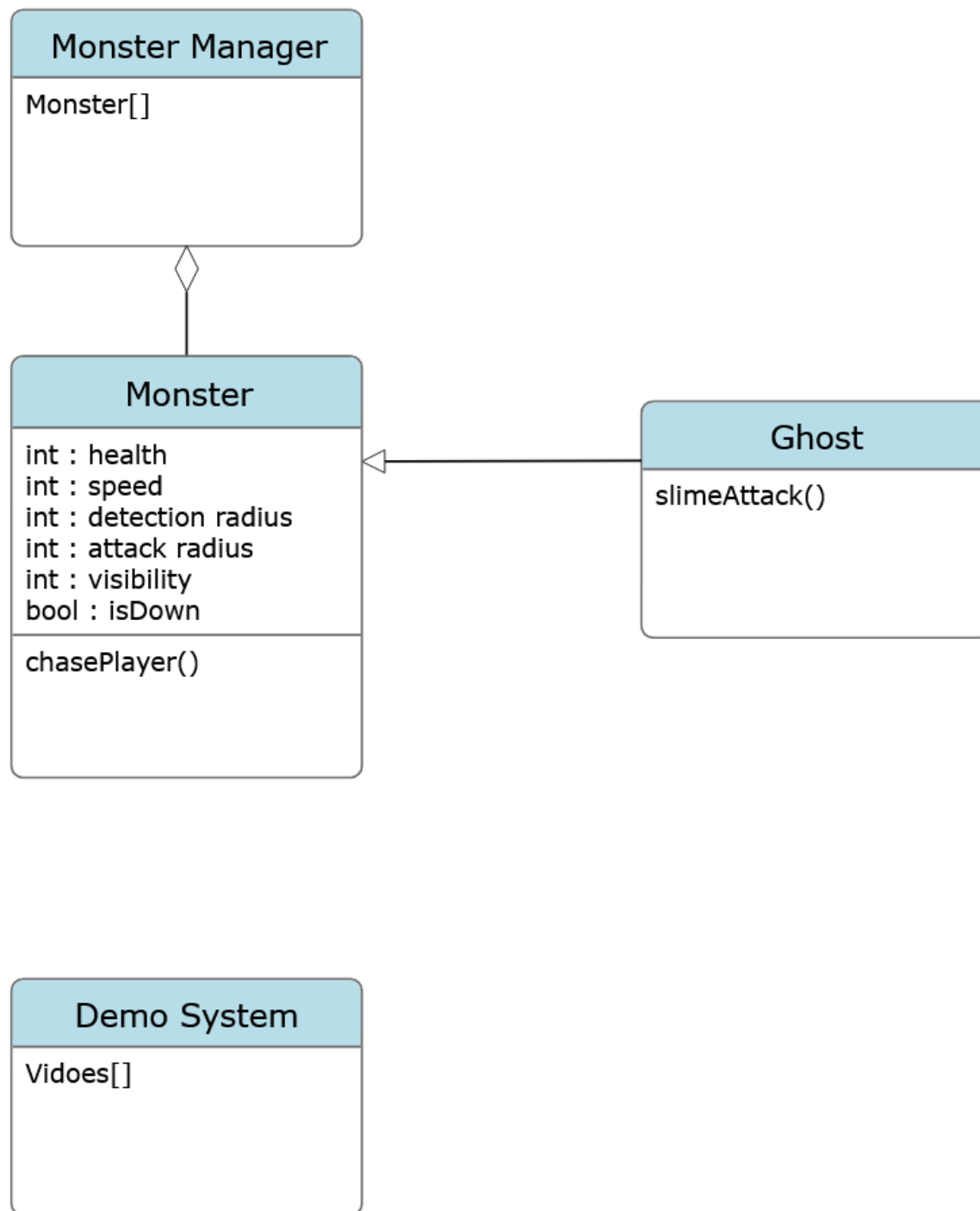


Use Case Diagram





Class Diagram





Sequence Diagram



Zoë – Graphics, Level Design, HUD

Responsibilities:

- Graphical design of characters and world.
- Design of quest system/level design.
- HUD for display of information from multiple systems.

Priority:

High - Visuals and main gameplay loop require my design.

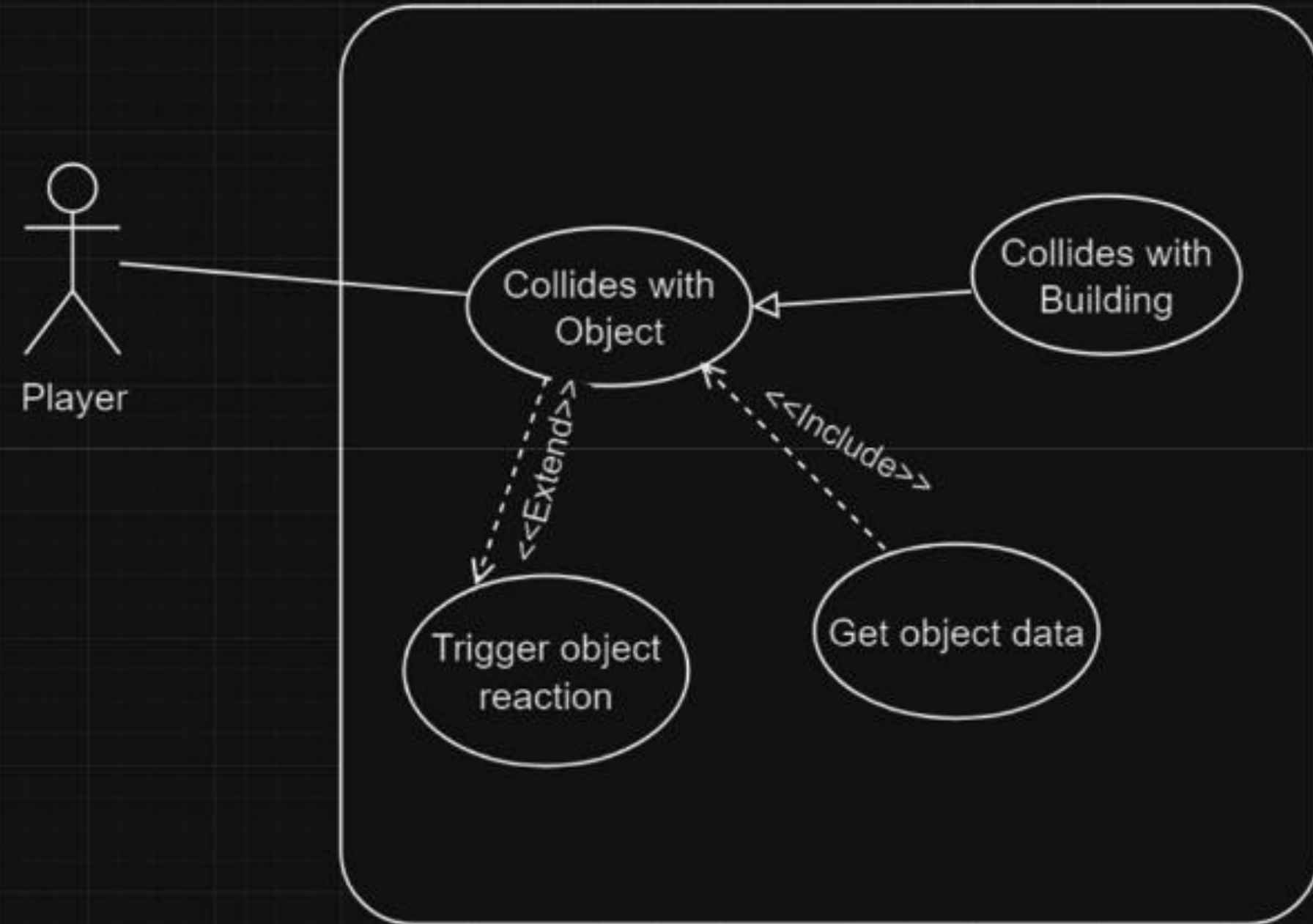
Complexity:

Graphics: Low – Sprites and Drawings to replace placeholders.

Quests: High – Requires heavy interaction with the level design and a complicated system that connects the map with the logic of the quests.

HUD: Medium – Interface with other systems to display needed game information.

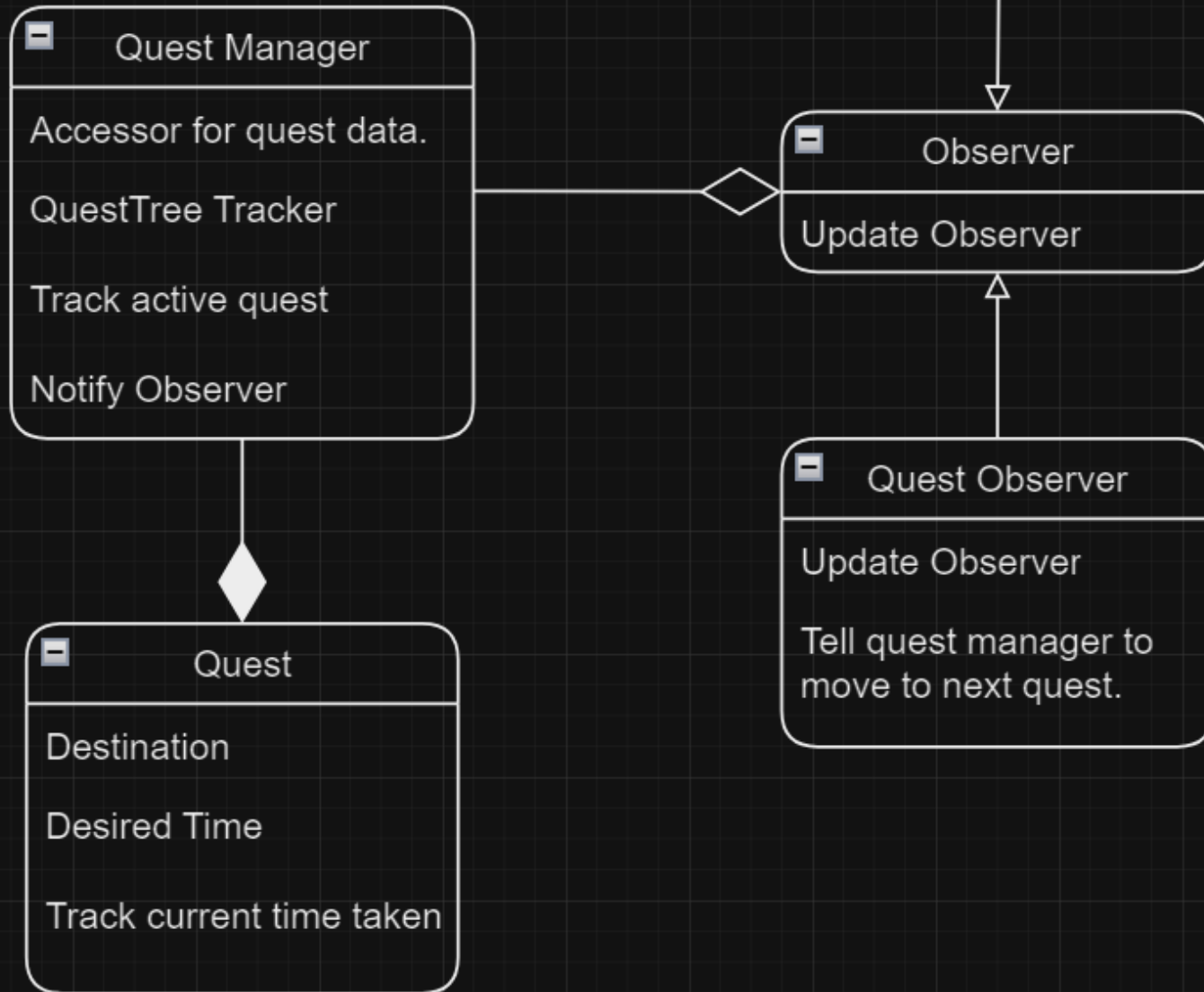
Use Case Diagram



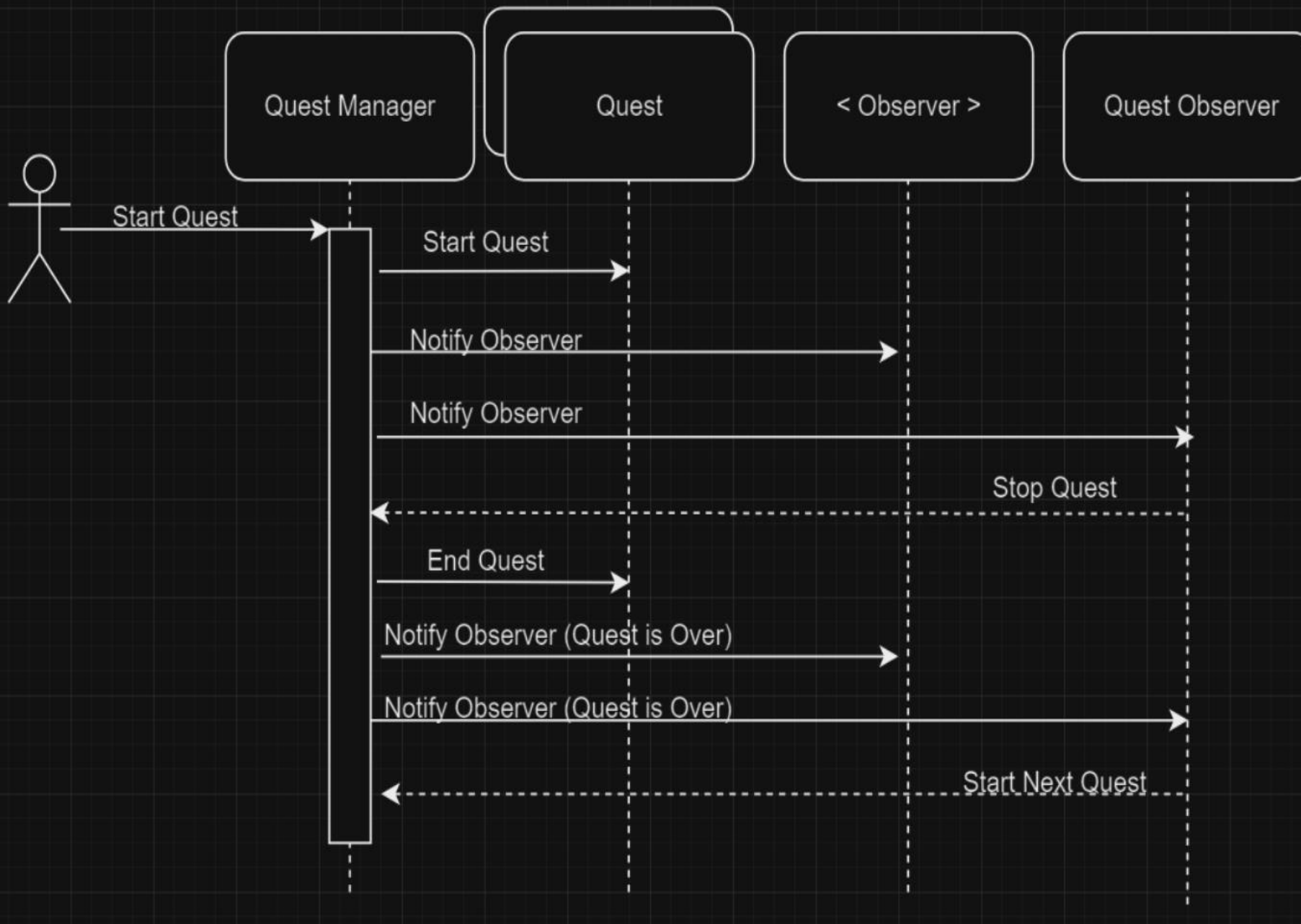


Class Diagram

HUD or Menus would inherit from this to display quest information.



Sequence Diagram





Andrew – Pizza Delivery Mechanics

Responsibilities:

- Create Pizza
- Pick up pizza
 - Add pizza to inventory
- Drop pizza
- Calculate points

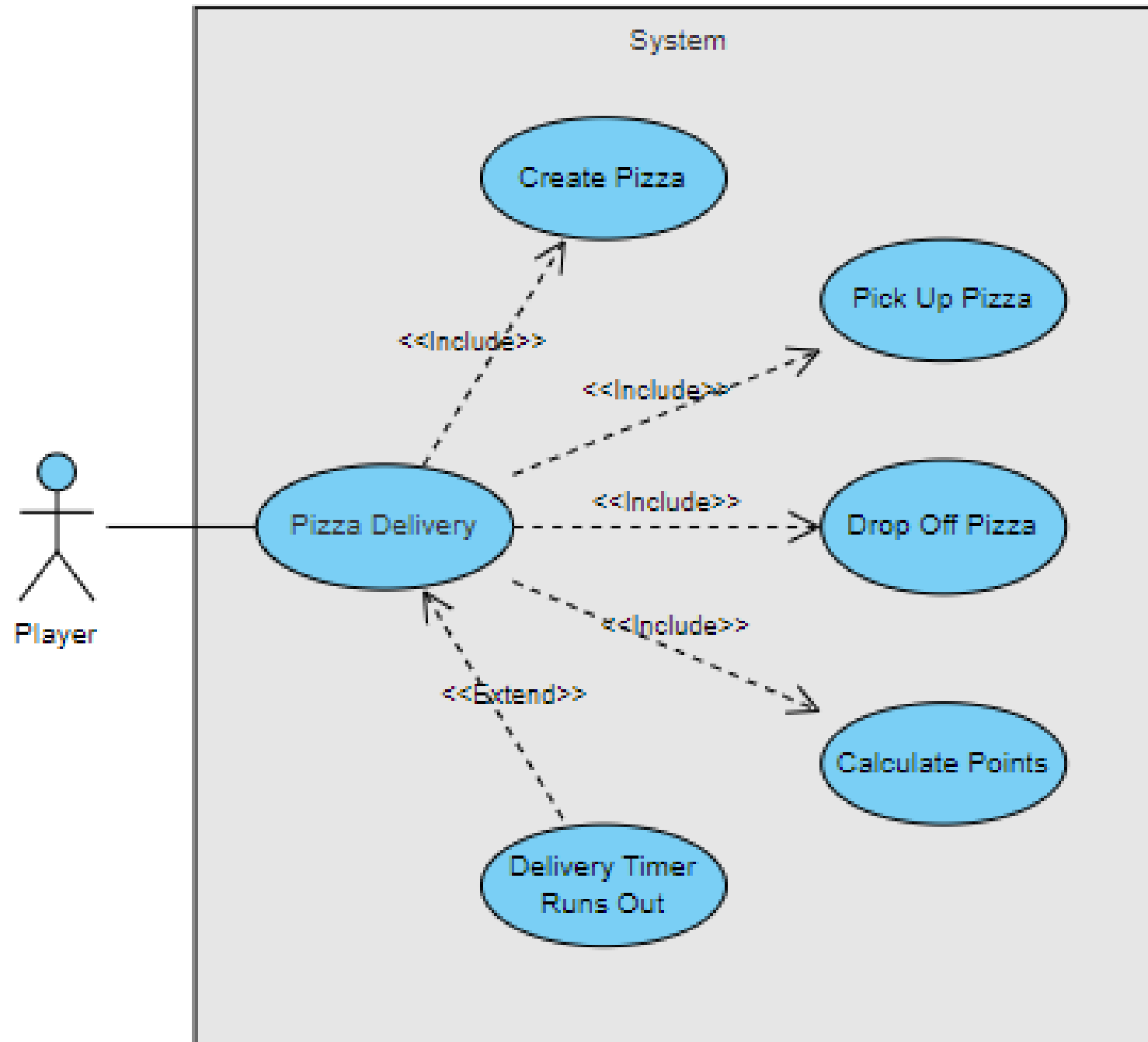
Priority:

High - The crux of the game is delivering pizzas so without this we don't have the game we intend to make

Complexity:

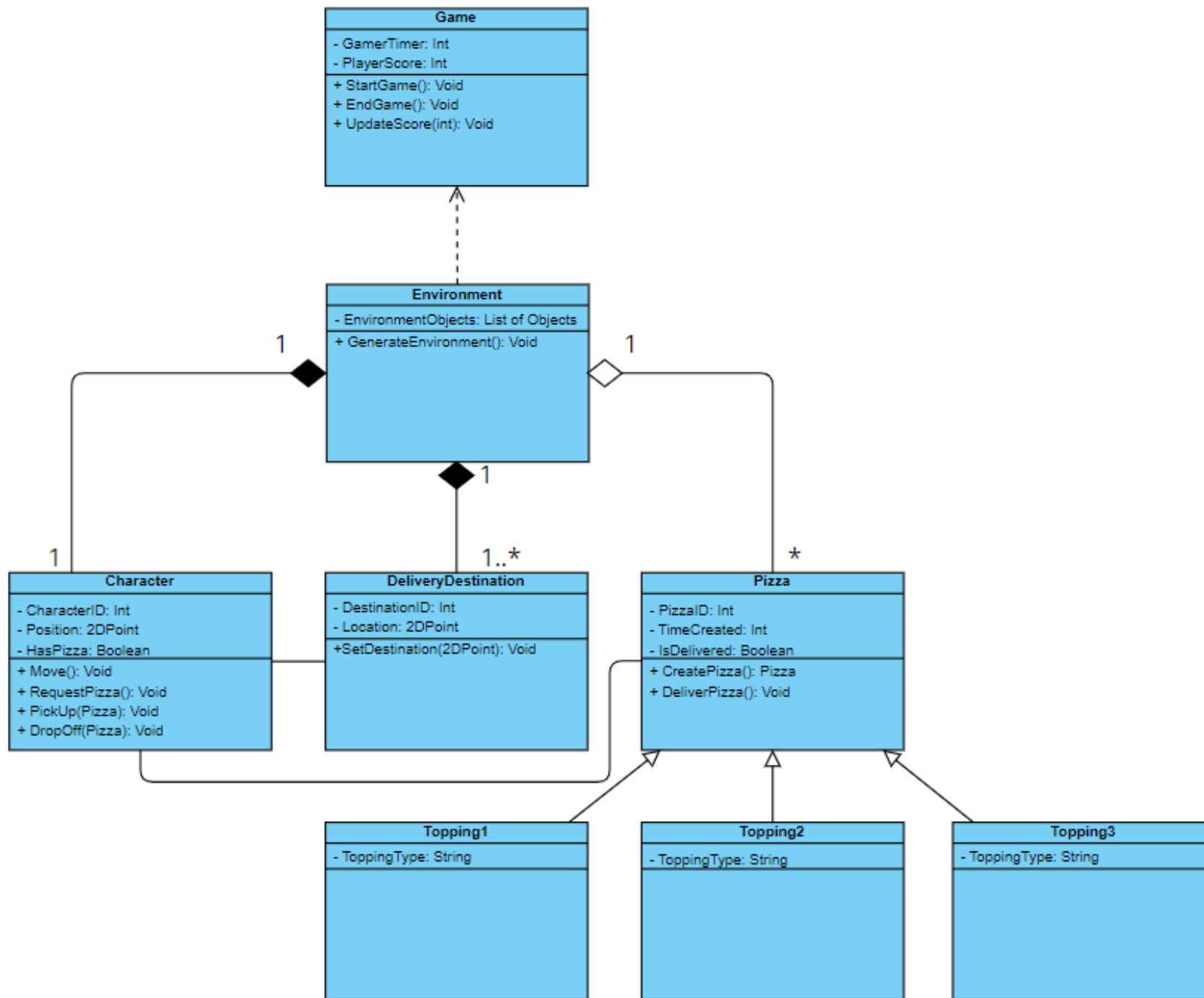
Medium - There is a lot of interaction with my feature and other systems in the game

Use Case Diagram



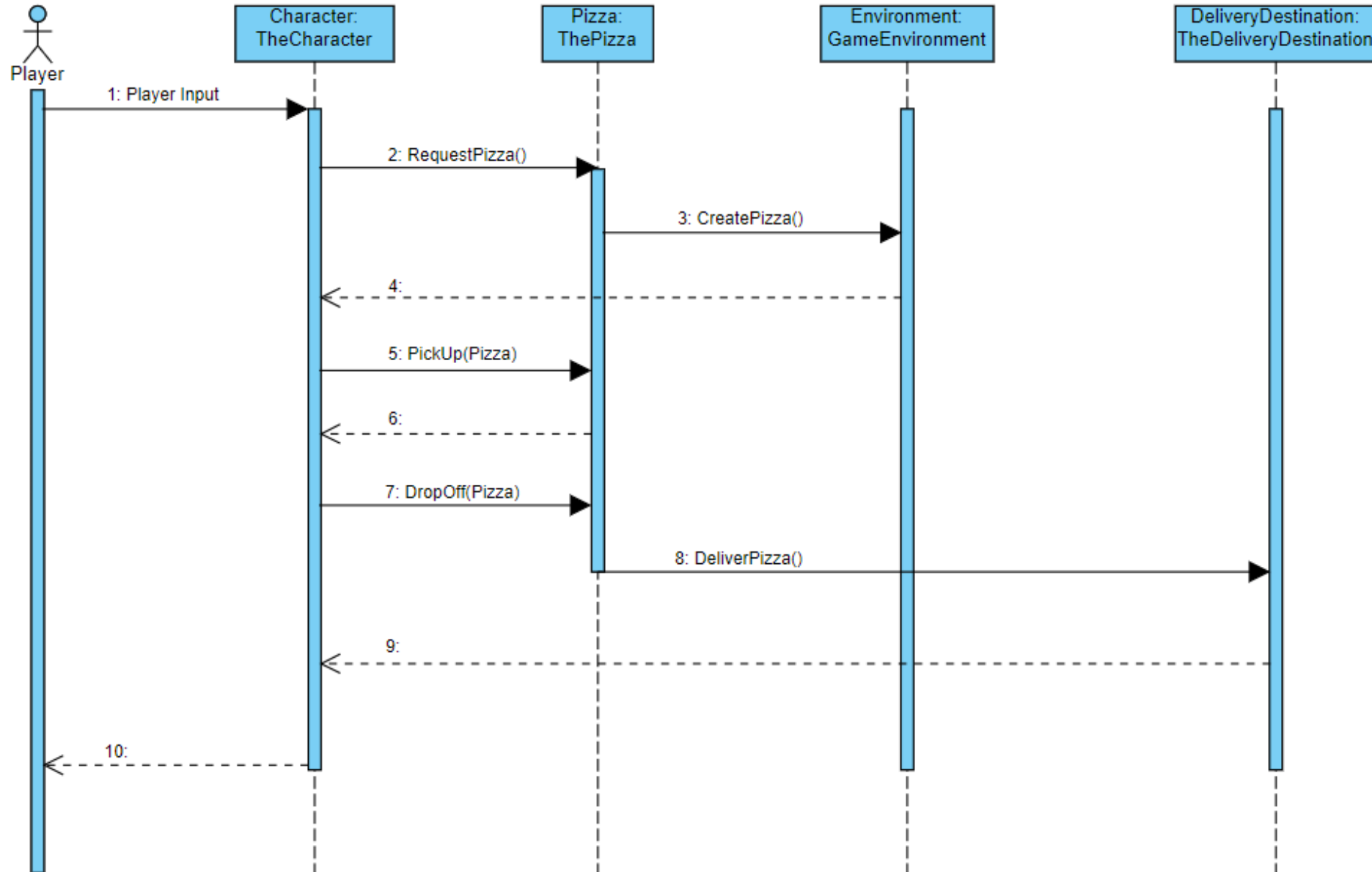


Class Diagram





Sequence Diagram





Aiden – Player/Vehicle Movement, Items

Responsibilities:

- Player vehicle controls
- Player vehicle stats
- Player vehicle handling
- Player vehicle lighting
- Item use/inventory

Priority:

Player (High) - The game revolves around the player.

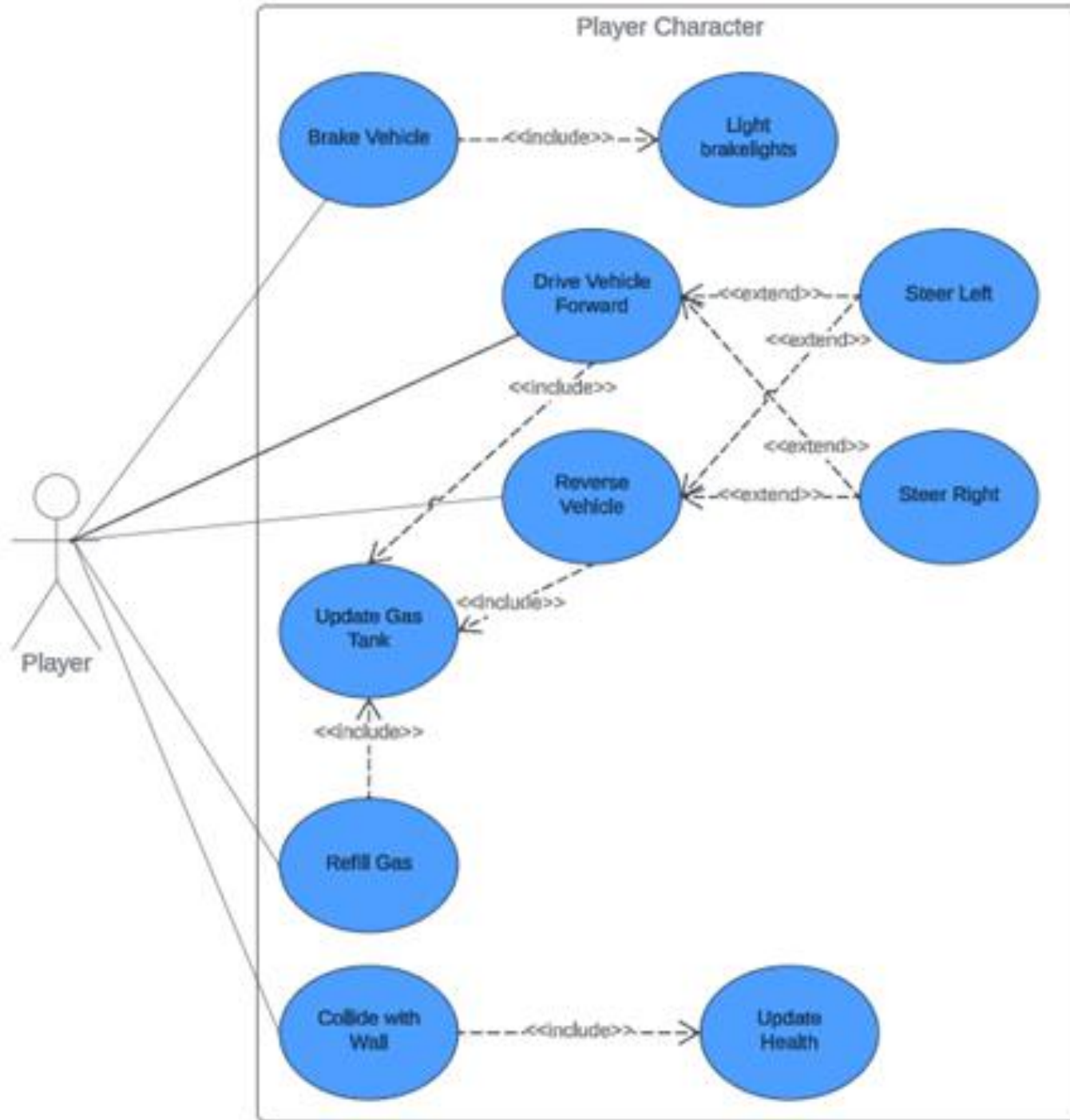
Items (Low) - The game works without them but are a fun addition

Complexity:

Medium - Focus is mainly on one thing even though it is Intensive. Items are also fairly simple

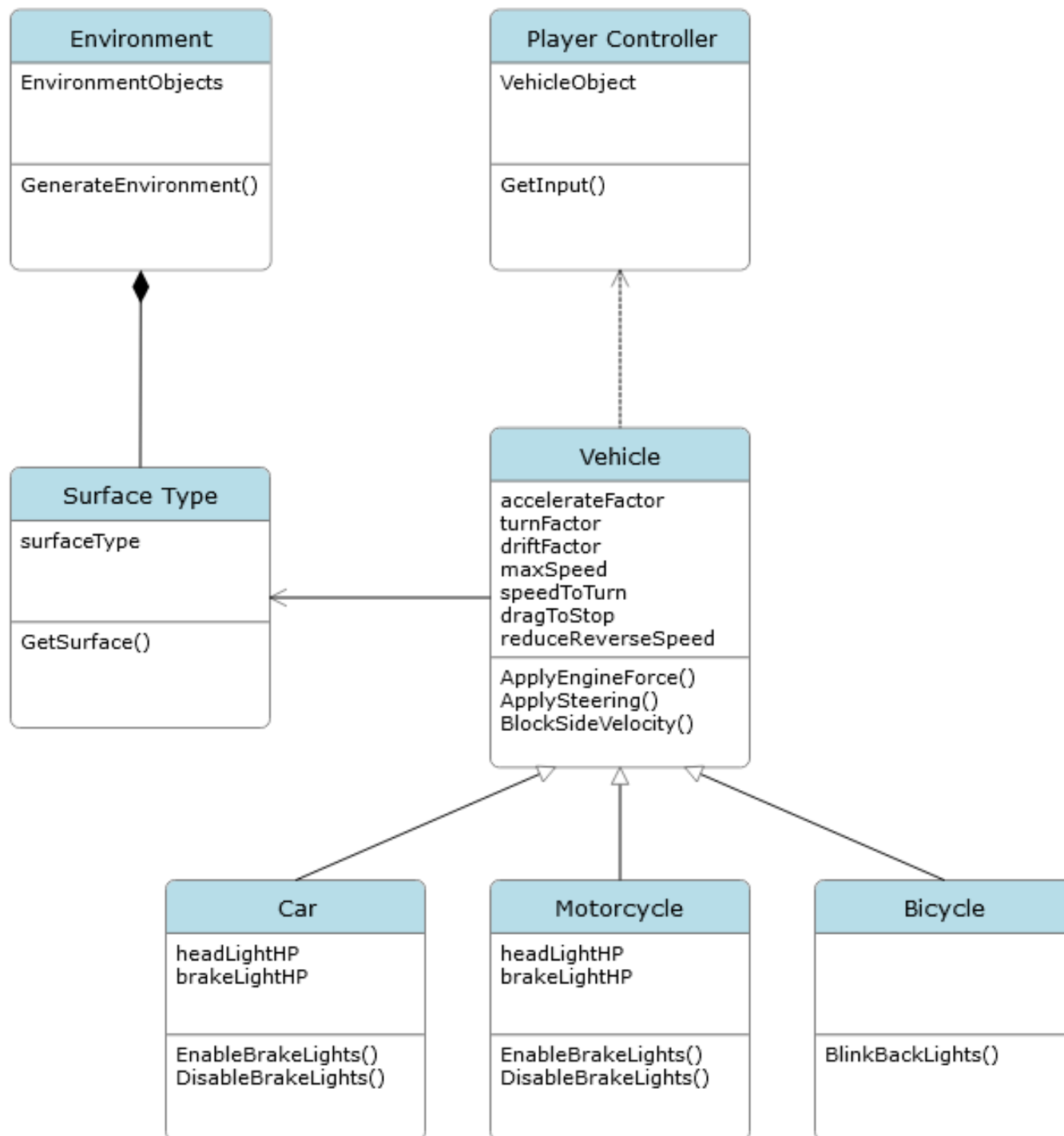


Use Case Diagram



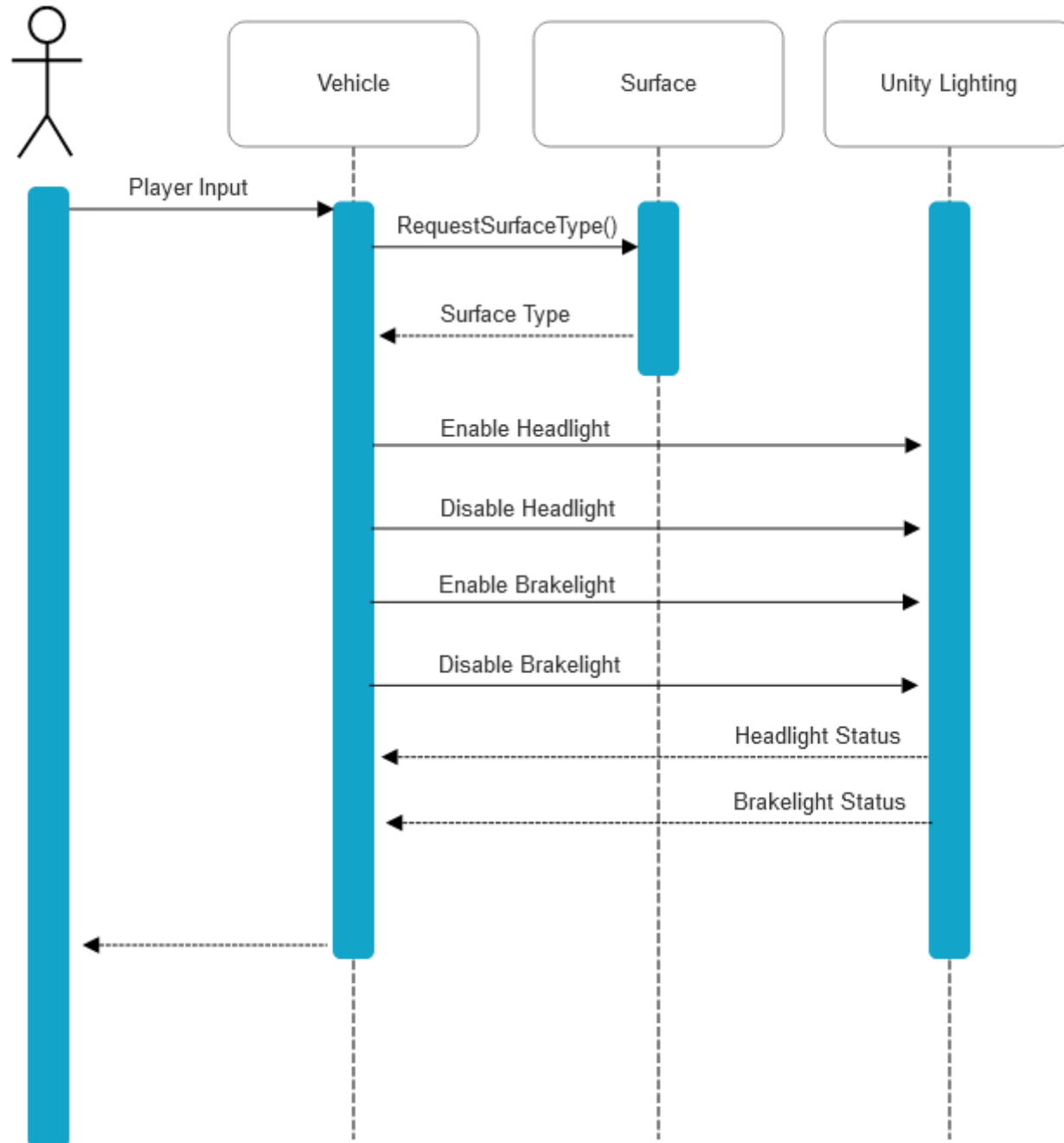


Class Diagram





Sequence Diagram



Sebastian – Sound, NPC's



Responsibilities:

- Sound
- NPC's
- Dialogue

Priority:

NPC (High) - NPC's are essential to completing the main gameplay loop

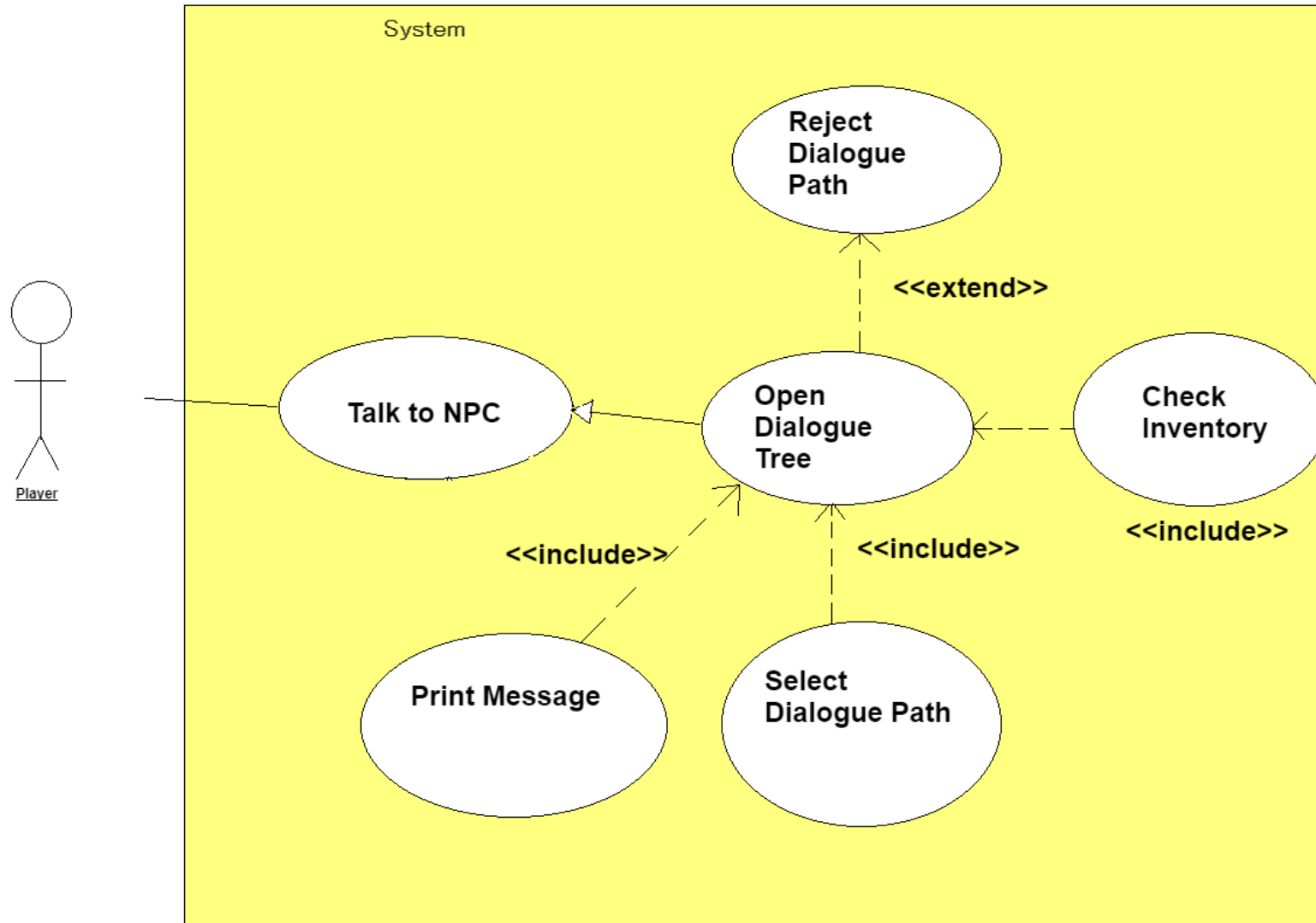
Music(High) - I don't want to be stuck listening to my own thoughts when gaming, do you????

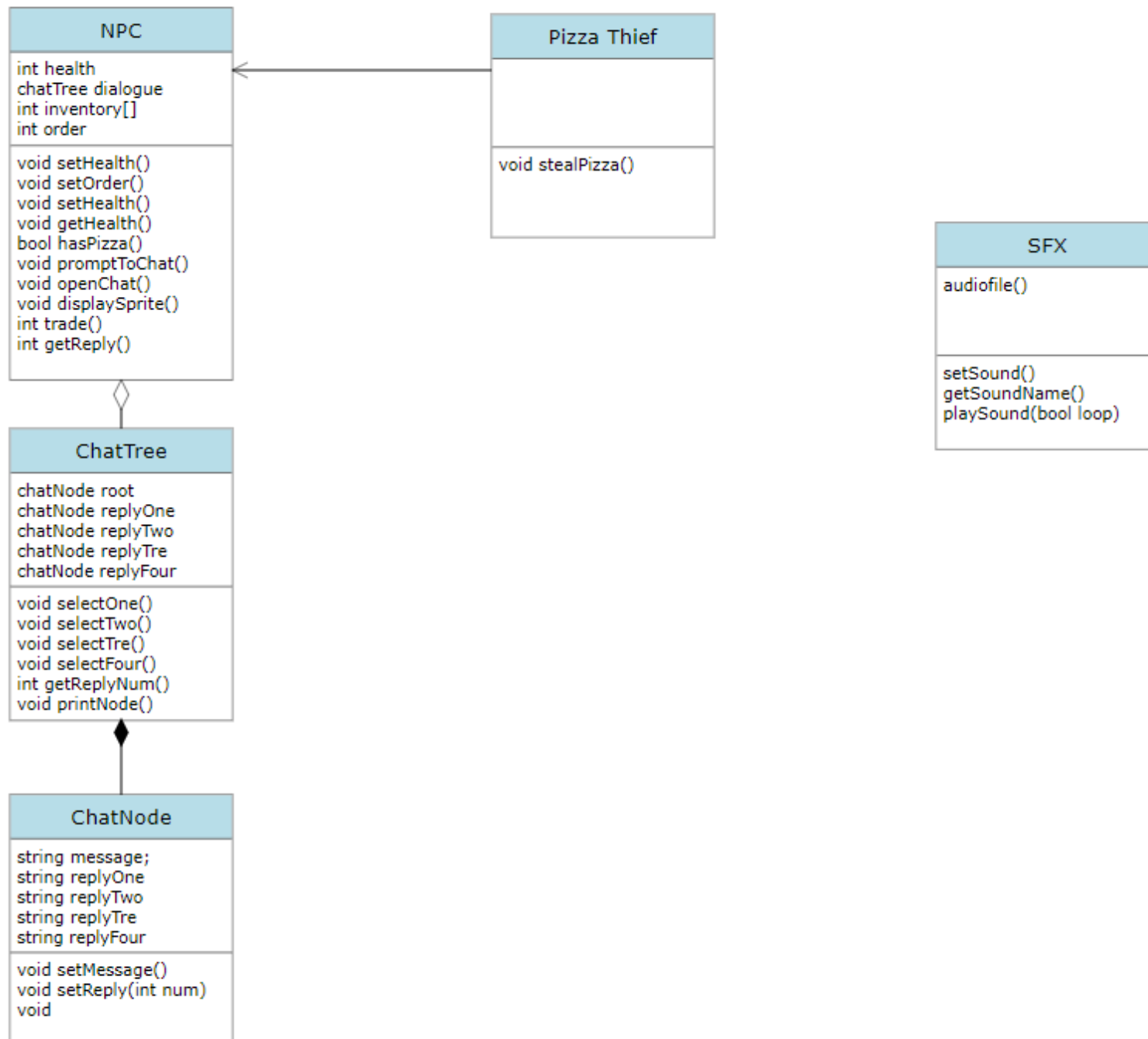
Complexity:

NPC (High) - Tree Structure, requires integration with Delivery System

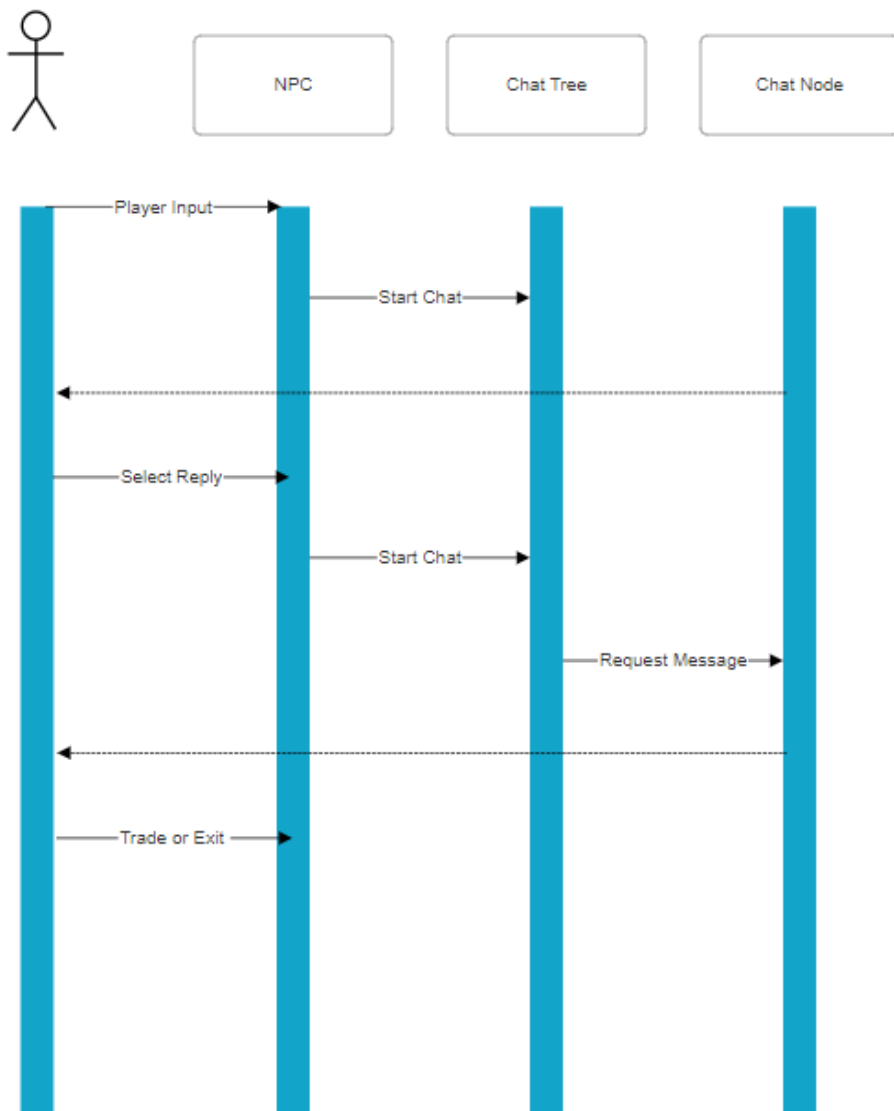
(Low, Medium, High) - The class is really simple (Class Diagram coming up)

Use Case Diagram





Class Diagram



Sequence Diagram