2016

INFERNO INTERACTIVE

Design Documents

MAIN MENU & PAUSE SCREEN

This is the main menu of Two Minds; it is the first screen that the players will see when the game is loaded. This is the classic main menu where players are able to change game settings, view leader boards and continue playing Two Minds.
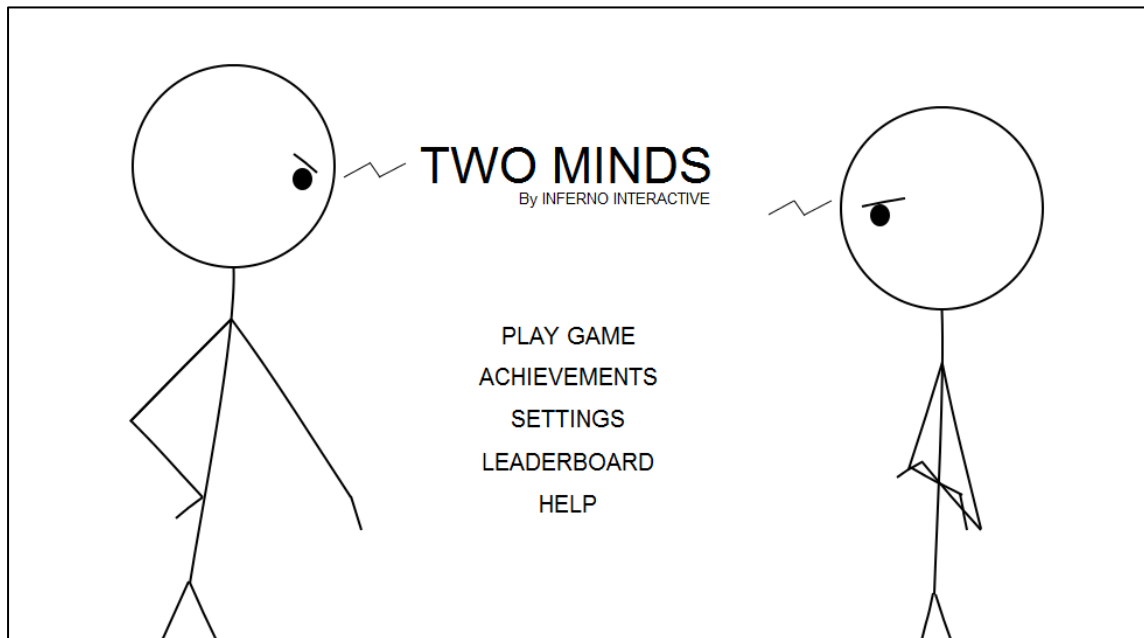

Figure 1 – Main Menu

When the ESC key is pressed while playing the game, the game is momentarily paused and the screen switches to the pause menu screen shown below. From this screen, users can view the mission objectives, in-game settings, or choose to restart/resume the level.
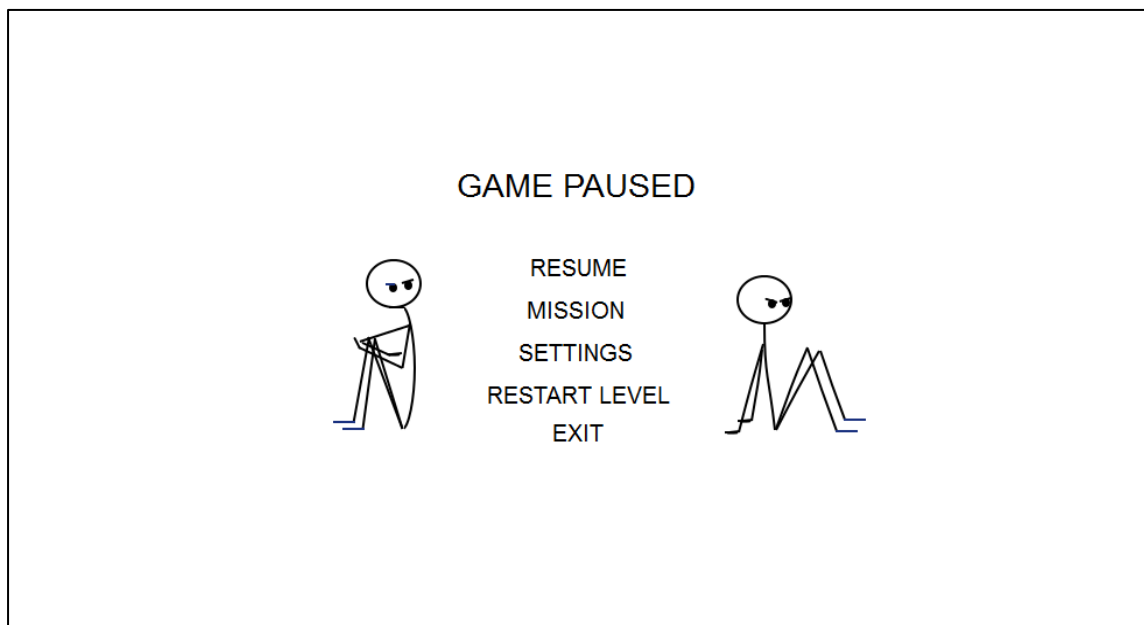

Figure 2 – Pause Menu

There are two main characters in Two Minds, each of which is operated by one player. These two characters share control over a single vehicle's actions. Inside the vehicle are a number of control stations which players are able to activate. When a player's character is inside a control station, the 'operation' key (L-Shift or R-Shift depending on which player it is) is pressed which transfers the controls from the player's character to the corresponding part of the vehicle was has been activated. By pressing the 'operation' key again, players will deactivate their control station and are able to move to a different control station. By coordinating with each other, the players are able to advance through different levels whilst completing the mission objectives.

Control stations in the early levels of Two Minds will consist of relatively simply mechanics such as operating a rotating turret or deploying a shield that can protect the vehicle. However, as the players progress through the game, they will receive spendable currency as rewards for working together to complete objectives. This currency can then be used to purchase different control stations that the players can choose to include on their vehicle. Purchasable control stations may prove to be more effective against certain problems or objectives than others. These upgrades make the vehicle stronger but it also requires more effective team work between the players. This raises the level of teamwork and communication that can be achieved by the two players.

The example below shows a basic overview of what the two players might see in an early level. A timer in the top right corner is used to display how long the players have been playing a given level and calculating the score of the players upon completing the level. As a lower completion time logically implies that the two players have demonstrated a higher level of synergy and teamwork, more spendable currency is awarded. The vehicle containing three control stations along with the two playable characters are shown below. Lastly, a small health bar relating to the condition of the character's vehicle and any objective items such as puzzle keys to collect are also shown in this area.
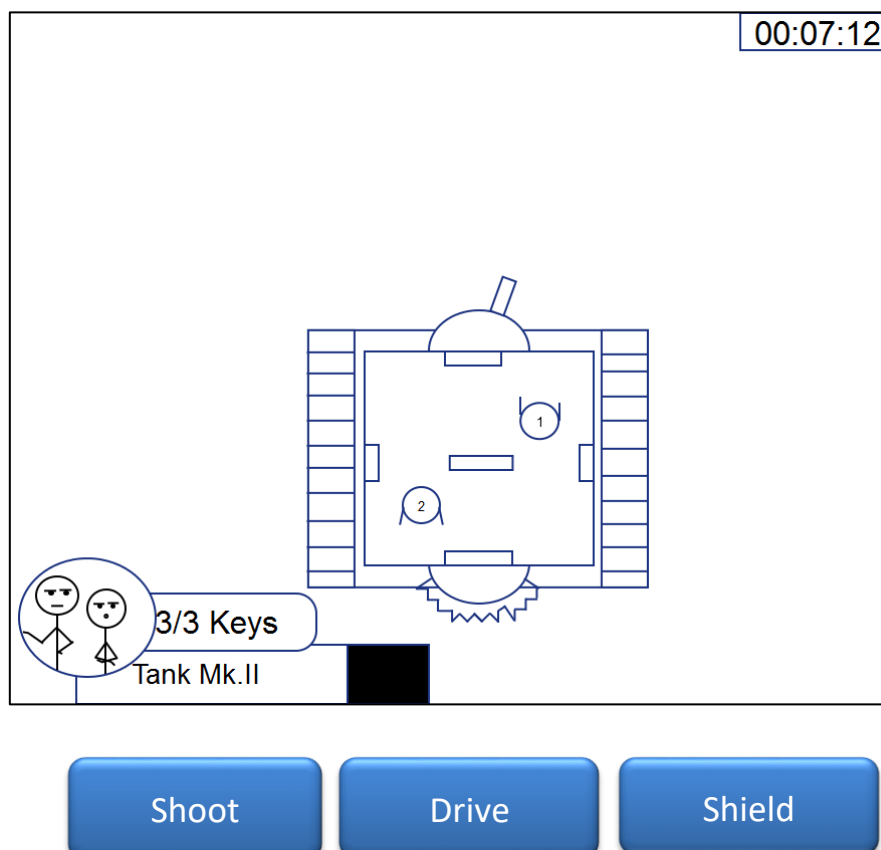
An example of characters using attack based skills:

Player 1 navigates to a control station that operates a rotating turret, they use their control keys (WASD or arrow keys) to aim and shoot in the direction of obstacles or monsters. Player 2 is free to do as they please, whether it be operating a control station, or standing around and doing nothing.
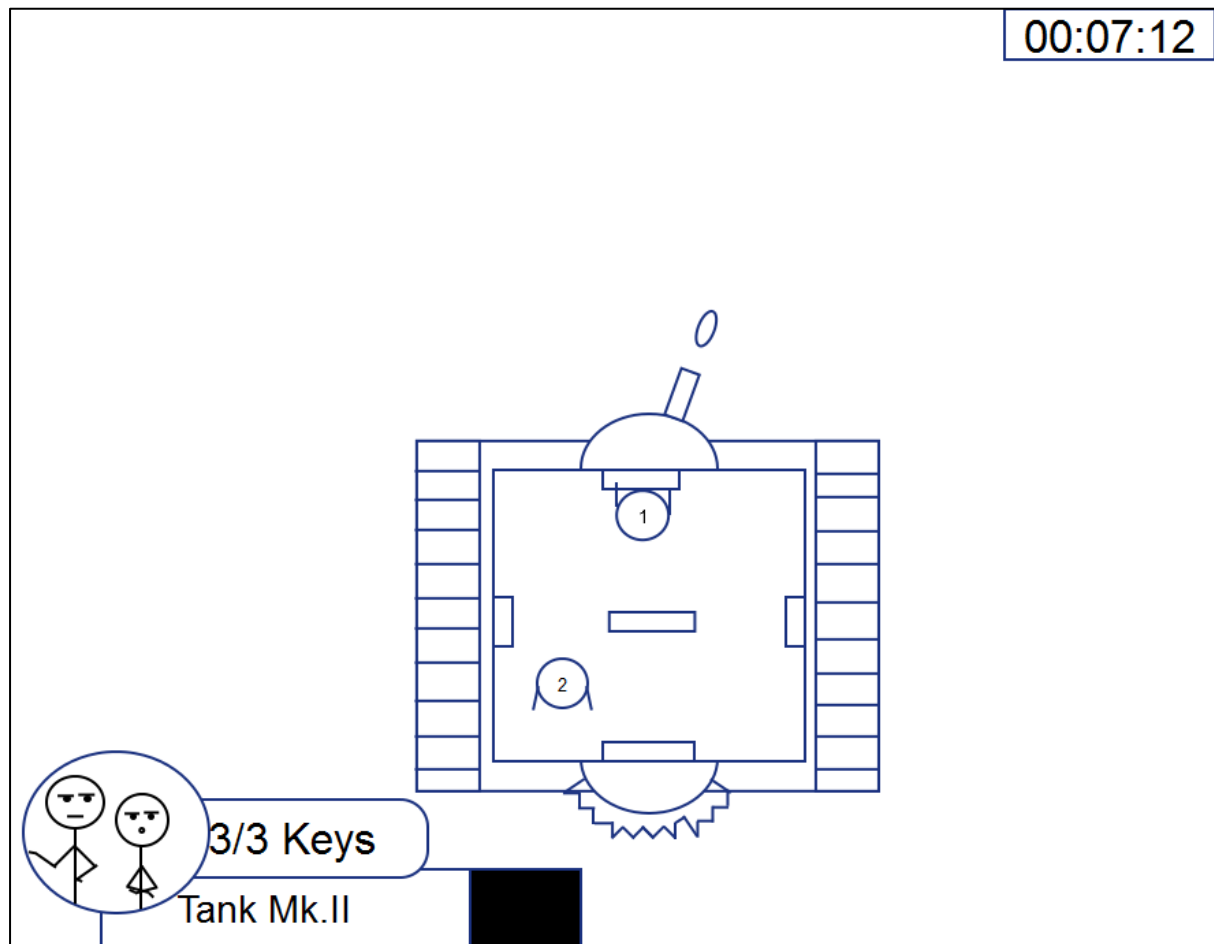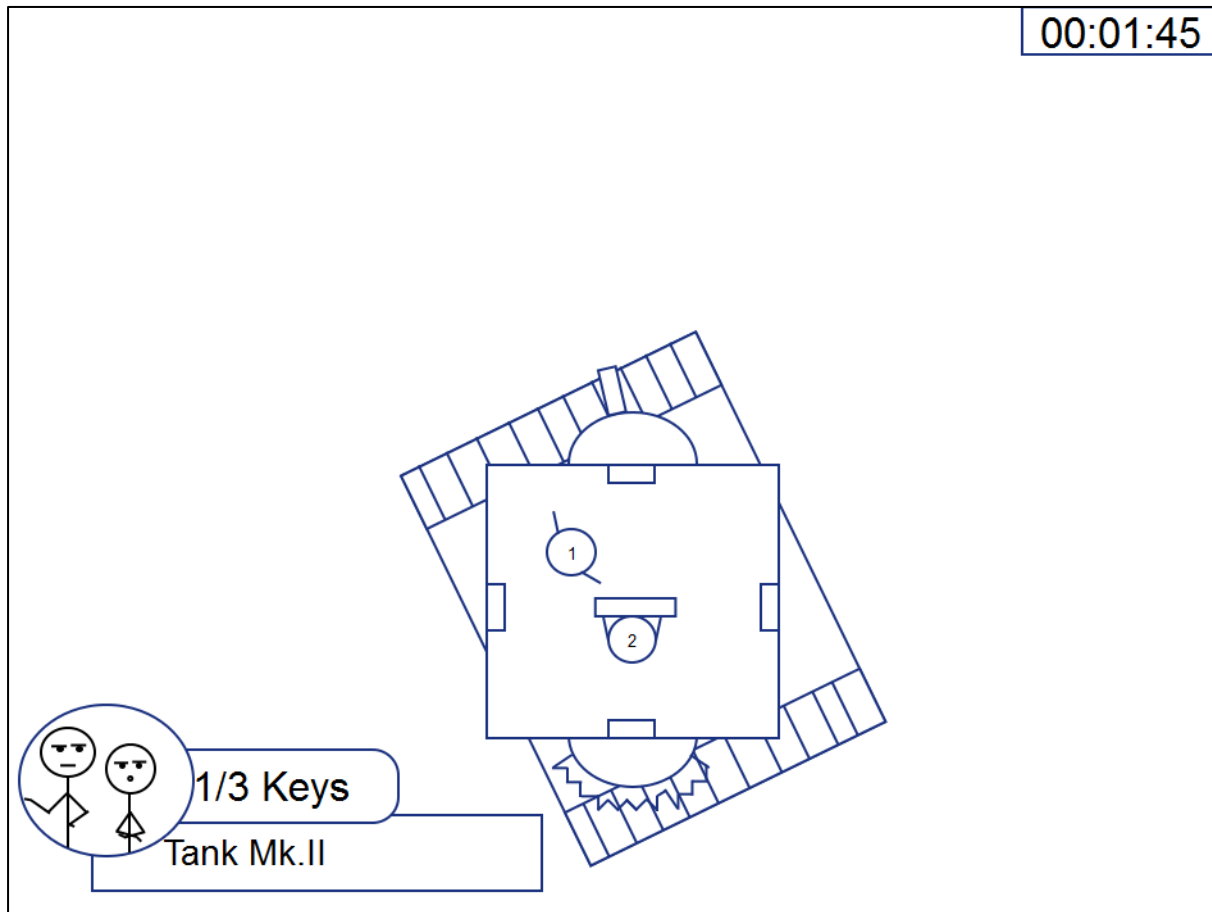
An example of characters driving the vehicle:

Player 2 begins to operate the central control station and is now driving the vehicle. As their control scheme switches to control the central station keys, the player now controls the movement of the vehicle. Player 2 is able to rotate the vehicle's treads to move in any direction they wish. The cockpit of the vehicle keeps its orientation to make navigation easier.
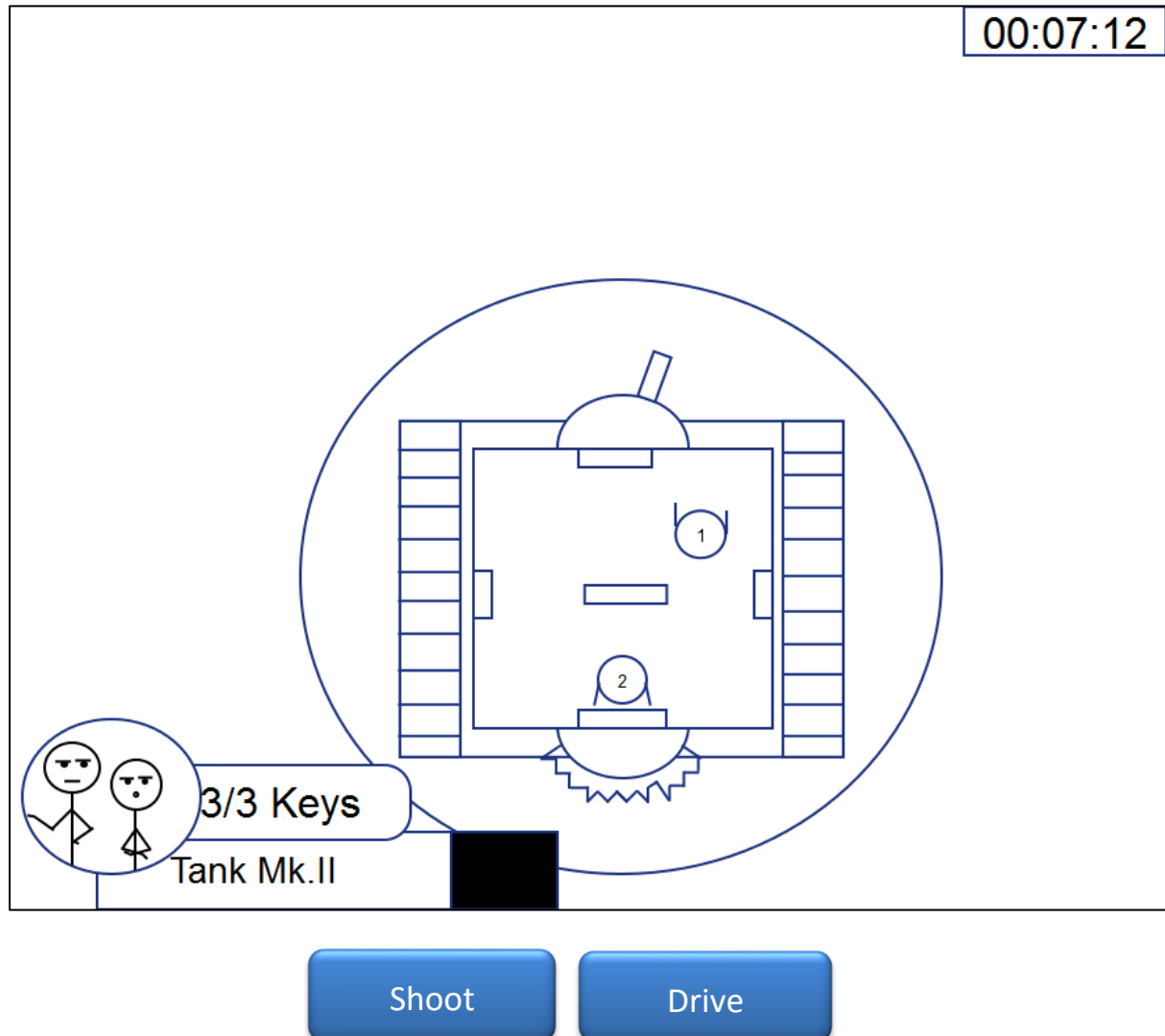
An example of characters driving the vehicle:

Player 2 moves to the shield post and activates the shield, protecting the vehicle.

In Two Minds, players interact with enemies in a way that resembles most 2.5D side scrolling action games. The primary focus of some levels may only be to work together with your partner to destroy an evil enemy. However, Two Minds is not completely limited to the idea of just fighting enemies. Later levels in the story will consist primarily of puzzles that test the two players' communication or trust in one another.

The first boss of Two Minds will appear in the tutorial level. In this level, players will come across an enemy (tentatively called "King Slime") that gradually moves towards the player, causing damage on impact.

This enemy is designed to be relatively easy and straight forward in its design as the two players are expected to be unfamiliar with the controls and mechanics of Two Minds. When encountering an enemy of importance such as a boss, said enemy's health bar will become visible in a similar fashion to that of the character. Control stations can be used to directly attack such kinds of enemies and certain control stations may also be able to indirectly cause an enemy harm such as reflecting an enemy attack.

An example of characters attacking a significant enemy:
Player 1 fires rounds from the turret control station, attacking the King Slime.


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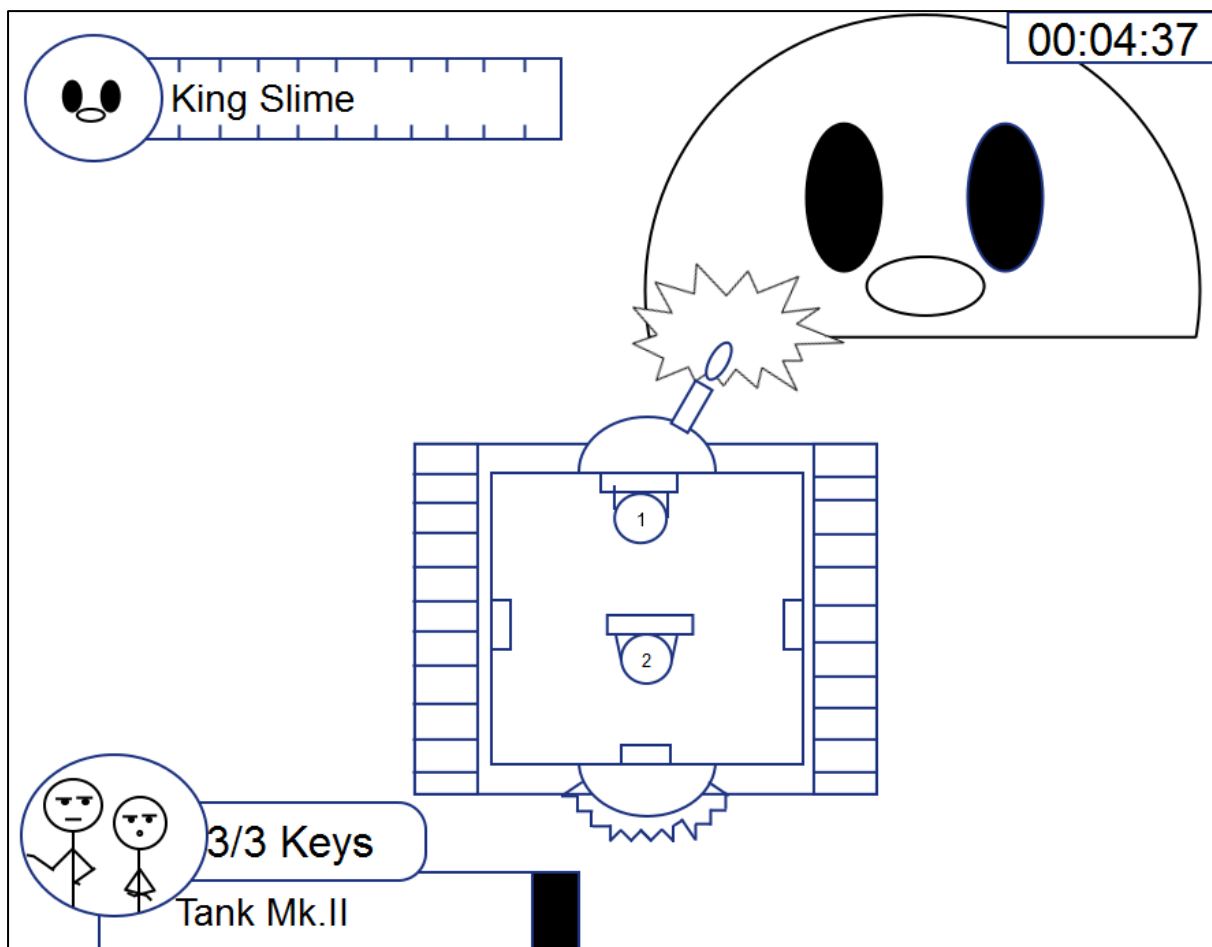
An example of simple boss mechanics:

After dealing a certain amount of damage, the King Slime splits into two, increasing the level of danger the players face. By this time, the player should have had more experience in sharing controls. The aim of this is to provide more challenge to the player and increase the required level of teamwork and communication.
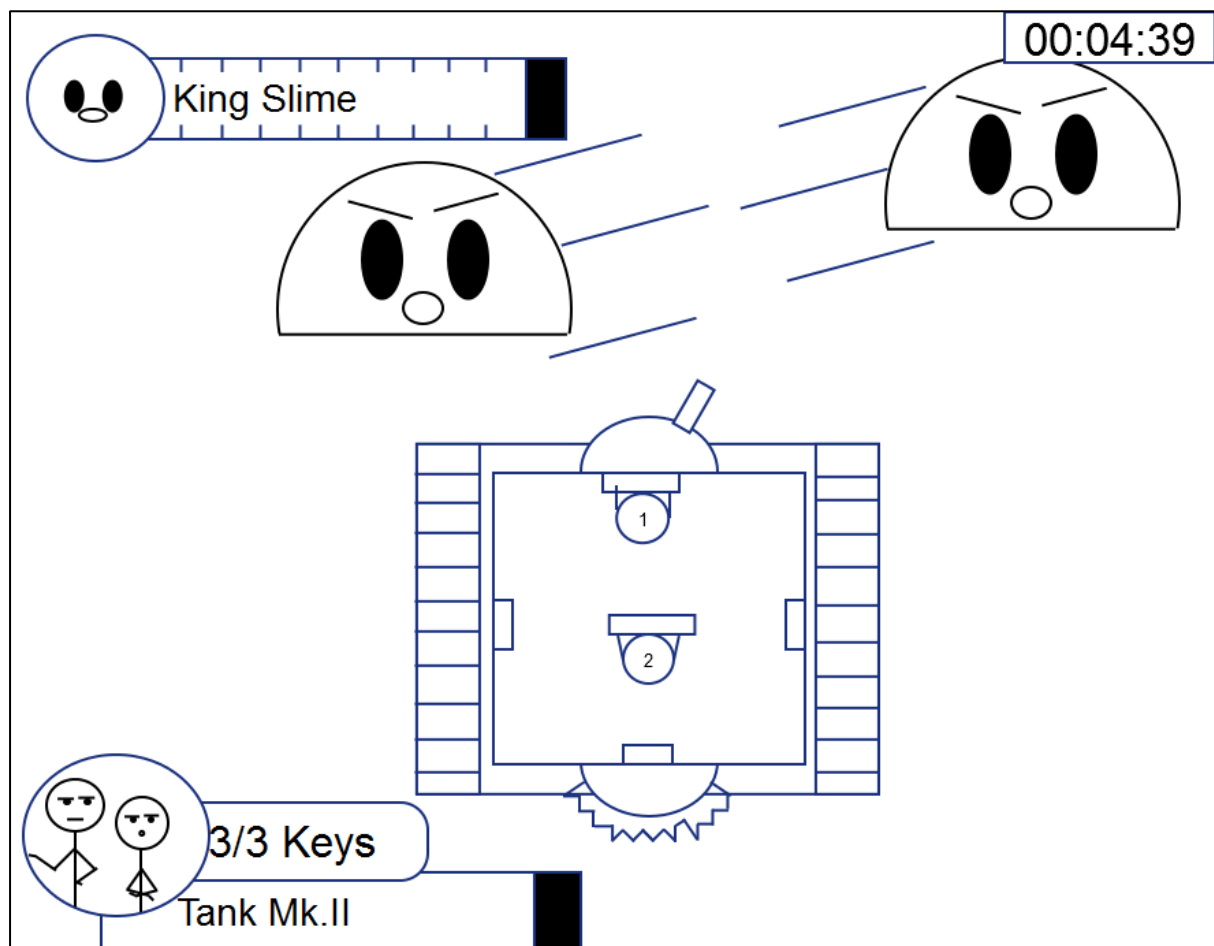
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An example of simple boss mechanics:

After continuously decreasing the size of individual slimes by attacking them, slimes can eventually be destroyed.
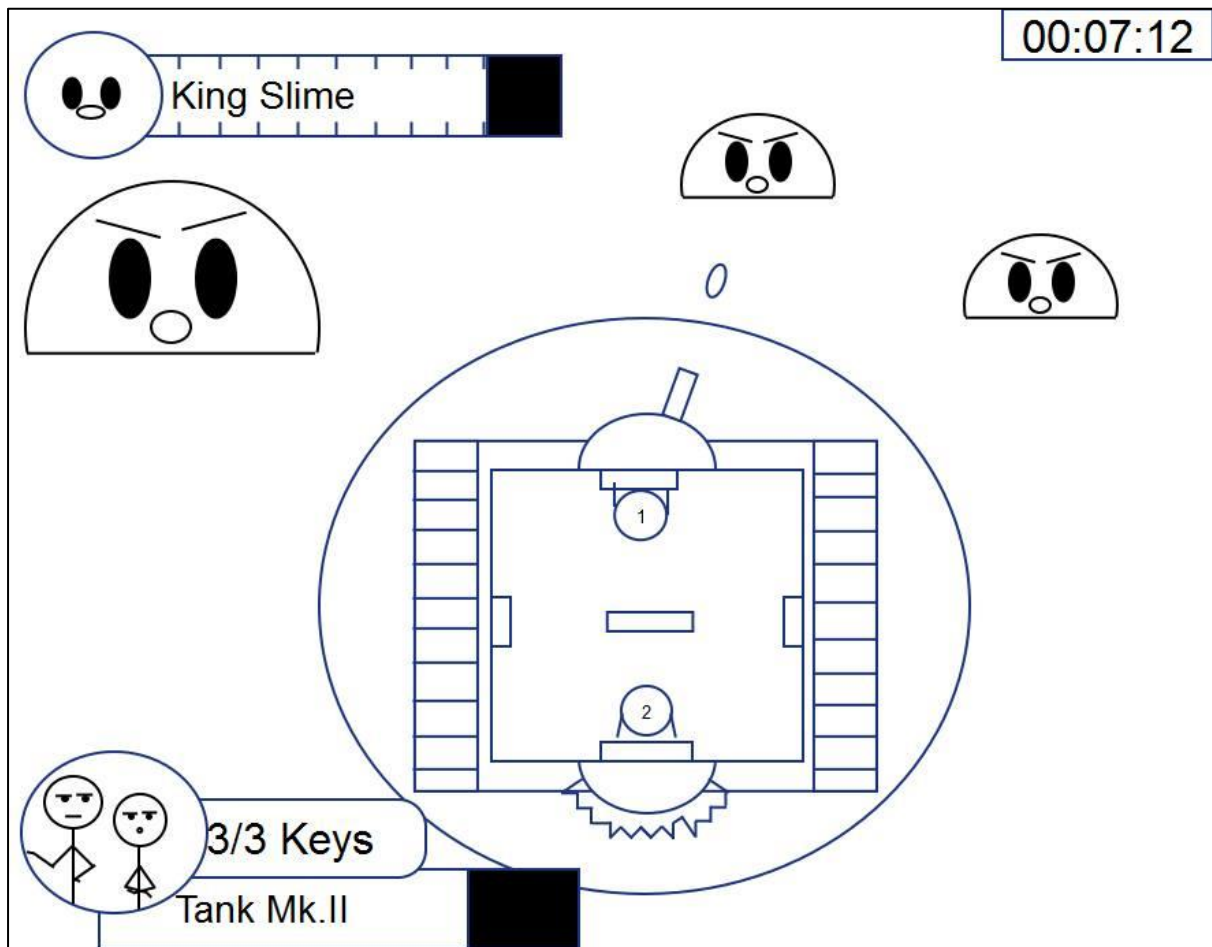
An example of simple boss mechanics:

A slime of the smallest size being attacked, and promptly being destroyed.

The boss is defeated once all the smallest instances have disappeared. This example is just the premise for the first boss, each level and boss will be more challenging and different from the last, forcing players to change their playstyle and work together to overcome each problem.
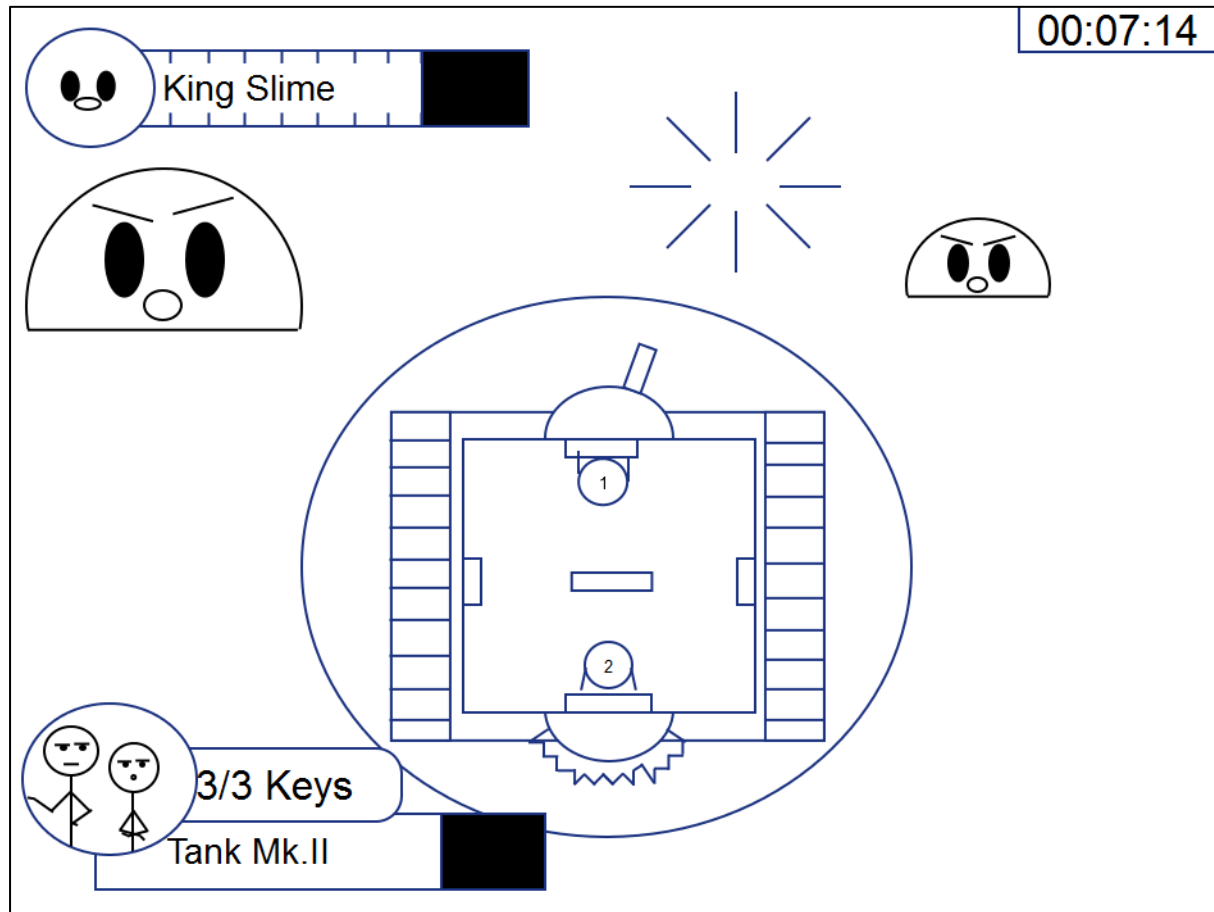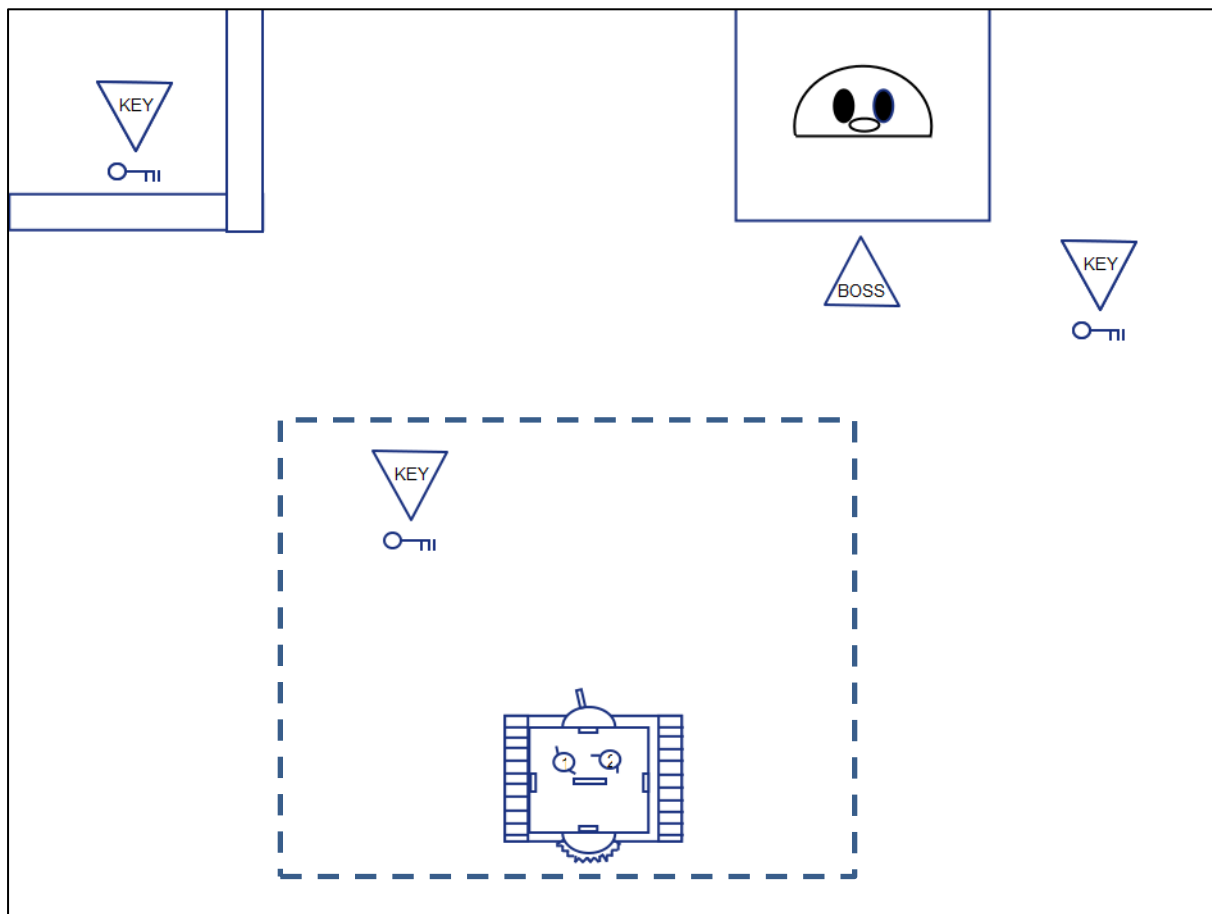
The first level aims to introduce players to the mechanics and controls of the game. In particular, the level aims at teaching the players how control stations work as well as how the characters' vehicle can be used to navigate the level and destroy enemies. Teamwork under pressure is the underlying theme of this level's boss battle as the encounter is completely unpredicted and wild.

A series of keys will be collected by the players which teach the basics of the vehicles' movement, under the premise that these keys will open a cage containing a trapped innocent friend. Keys are located throughout the map in precise locations to teach the players basic controls. The first key is directly visible on screen, this is followed by a key that is behind destroyable walls in the top left of the map in which the players must interact with and finally a key is also placed closer to the cage.

Unfortunately, after working hard with each other to collect all keys in the level the two characters are greeted not by their innocent friend but rather the first significant enemy of the game, the King Slime.

Here the players will learn how to communicate with each other in a tense situation that they are not prepared for.

Game Controller → Level Controller

Level Props

Asset

Level ◆— Theme ◁— Art

Player Controller

Voice Over

Audio ◁— Sound Effect

BGM

has

Vehicle ◇ Character Command Post

Upgrades

Timer — produces — Score

activates

Health

Currency

Skills

Menu — Play

Achievement

Leaderboard

Settings — contains

Help

drops

Boss — spawns — Minion

Enemy Controller