

Chilly No Mates

Overview

Theme / Setting / Genre

- Action adventure
- Bright City-scape (Morning)
- Elements of action, puzzle and discovery

Core Gameplay Mechanics Brief

- Open world with main quests to obtain clothes
- Different pieces of clothing allow player to access new areas
- Small side quests could provide accessories and/or money for end game

Targeted platforms

- Windows 10

Project Scope

- <Game Time Scale>
 - £0
 - 6 months
- <Team Size>
 - <Core Team>
 - Smerdon Jack
 - Programming
 - Neale Gregory
 - Programming
 - Akins William
 - Programming
 - Brennan Sean
 - Programming
 - Hristozova Mariya
 - Programming
- <Licenses / Hardware / Other Costs>
 - Unity (V 5.6.3)
 - \$0

Influences (Brief)

- Super Mario Galaxy

- Video Game
- The game features a number of levels based around obtaining a certain object through the use of puzzle solving or defeating enemies, which would be the way in which items of clothing are retrieved in Chilly No Mates. Galaxy, like most Nintendo games, also has friendly 3D visuals which give the game a soft and peaceful feel for the most part. These would add to the humor of the game as the adult theme would be contrasted to that of a more childish one.

- The Hangover Series

- Movie
- The Hangover films are all based around the overconsumption of alcohol and the disastrous consequences that occur the morning after the night before, which is underlying theme of the game.

- The Legend of Zelda - Majora's Mask

- Video Game
- Majora's mask features a gameplay mechanic where if you haven't finished the set puzzles in 3 in game days then the game is reset. This mechanic could be implemented into a time limit mode where you have to finish the game in one in game day in order to reach the next party occurring that evening.

- Swords With Sauce

- Video Game
- The game features a unique mechanic where when an enemy is defeated, the weapon they are using is thrown into the air and dropped for the player to use. This would work well in combat situations as, to fit in with the rest of the gameplay the player would have to scavenge weapons when opposed with a situation where weapons are required.

The elevator Pitch

The story of Billy, a young adult who ends up in a rather unfortunate situation after a messy night out on the town.

Project Description

Chilly No Mates will feature a limited open world based in a relatively confined city environment. The player will have to obtain certain items of clothing before accessing certain areas of the map, for example shops will not let you in until you are covered up to a reasonable extent with some places being more lenient in rougher areas.

Side quests will also feature in the game as these will allow Billy to make various preparations for the next evening including fresh clothes and party supplies.

What sets this project apart?

- Relevant storyline to our age group
- Childish visuals add to the humor of an adult theme through contrast
- Open world in a closed city makes the game immersive

Core Gameplay Mechanics (Detailed)

- **<Core Gameplay Mechanic #1>**
 - <Details>
Locked areas
 - <How it works>
Character can only access areas when they have a specific item/set of items
- **<Core Gameplay Mechanic #2>**
 - <Details>
Fighting
 - <How it works>
Player will scavenge weapons/tools from enemies in order to successfully progress.
- **<Core Gameplay Mechanic #3>**
 - <Details>
Stamina
 - <How it works>
Player will have realistic stamina on the basis of someone with a hangover.

- <Core Gameplay Mechanic #4>

- <Details>

- Climbing

- <How it works>

- Player must be able to get to higher areas using a jump or climb mechanic.

Story and Gameplay

Story (Brief)

You must get to the next party by finding your possessions you lost the night before.

Story (Detailed)

After a wet 'n' wild night out on the town with his friends, Billy (the main character of the game) is left in a back street with nothing but his second-best underwear and a singular sock. The adventure then unfolds of Billy attempting to retrieve assorted items of clothing, possessions and additional accessories in order to access new areas and piece together the events that occurred before heading to the next party that evening.

Gameplay

- Third person view with basic WASD controls
- Player character will update depending on which items have been collected
- Whole city area is accessible from the start of the game with the exception of sectors which require items
- RPG/puzzle solving dynamic would mean that tutorials are fairly limited, so the player must make decisions and educated guesses as you would in the characters situation
- LMB to attack using held item, fists are almost useless but can be used as last resort
- RMB to block attacks
- Shift to sprint for very limited amounts of time, sometimes with adverse effects such as nausea
- Space to jump

Assets Needed

- 2D

- Textures
 - Environment Textures
 - Building covers

- 3D

- Characters List
 - Billy
 - Enemies
 - Police (?)
 - Bouncers
 - Muggers
 - Friendly
 - General city folk
 - Shop keepers
 - Bartenders
 - Friends at end party
- Environmental Art Lists
 - Trees
 - Parked cars
 - Lamp posts
 - Buildings
 - Shops
 - Clubs
 - Office buildings
 - City Landmarks
 - Fountain (?)
 - Statue
 - Park area
 - Back Alleys
 - Dumpsters
 - etc

- Sound

- Sound List (Ambient)

- Outside

- Main streets
- Backstreets
- Outside Clubs
- Parks

- Inside

- Shops
- Office/Hotel Reception
- Club
- House Party

- Sound List (Player)

- Character Movement Sound List

- Walking
- Running
- Climbing
- Jumping

- Character Hit / Collision Sound list

- Fall damage
- Collision with environmental obstacle

- Character on Injured / Death sound list

- Nausea
- Hit with melee item
- KO'd

- Animation

- Character Animations

- Player

- Running
- Walking
- Jumping
- Climbing
- Hit
- KO'd