

Shaun the Sheep

A PORKY PREDICAMENT

GAME DESIGN DOCUMENT

A casual mobile tower defence game in which
the player must help the Flock to prevent
the dastardly pigs from reaching the
Farmhouse and wreaking havok.

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Version History

VERSION 0.0

- Added play area - Currently uses multiple overlapping planes
- Added paths - Two start and end points plus several intersections
- Added pigs (can move forwards)

VERSION 0.1

- Added basic pig navigation - At this stage, pigs can only turn right
- Added Barn and Farmhouse - At present, represented by cubes
- Added isometric camera

VERSION 0.2

- Added 'special' sheep - Timmy, Timmy's Mum, Shirley and Nuts
- Implemented sheep abilities (4) - Block/destroy and close/ranged
- Replaced some materials/colours

VERSION 0.3

- Added UI - Toolbar can now be opened and sheep selected
- Implemented sheep instantiation from UI toolbar (on mouse click)
- Removed edges from terrain

VERSION 0.4

- Improved pig navigation - Added left turns and choices at junctions
- Changed sheep abilities (2) - T & S now slow pigs instead of blocking
- Added Barn & Farmhouse models

VERSION 1.0

- Improved sheep instantiation to drag-and-drop (not mouse click)
- Added game over and success scenarios (as separate scenes)
- Added timer and 'Bitzer Button'

Design Goals

DESIGN GOAL #1

The game must provide the player with a limited amount of resources and a strict time limit in which to complete each level. Both can be adjusted on a level-by-level basis for varied difficulty.

DESIGN GOAL #2

The plot of the game should be similar to that of a typical episode of the *Shaun the Sheep* television show. Usually, this involves the Sheep becoming wrapped up in some chaotic activity or another.

DESIGN GOAL #3

The aesthetic of the game, as well as its content, should again be in keeping with the television show. It should be a colourful and exciting experience, and any violence must be purely slapstick.

DESIGN GOAL #4

Each of the named sheep which appear in the television show (Timmy, Timmy's Mum, Shirley, Nuts and Shaun), as well as Bitzer the dog and the Farmer, must play their own unique role in the game.

DESIGN GOAL #5

The game should take inspiration from existing tower defence games, whilst also making an effort to distance itself from such games by providing a unique and interesting take on the genre.

DESIGN GOAL #6

The game should be playable on mobile devices and tablets, as these are by far the most readily accessible platforms for our primary target audience, whose age range is around seven to ten years.

Game Details

WHAT IS THE PURPOSE OF THE GAME

Being a casual mobile game, our main goal with *A Porky Predicament* is simply for it to be enjoyed. The combination of the tower defence format with a more strategy-based resource system, as well as the fun and bouncy visuals of *Shaun the Sheep* means that this enjoyment can be experienced by a wide variety of audiences.

WHAT MAKES THE GAME DIFFERENT FROM THE COMPETITION?

A Porky Predicament provides a unique take on the tower defence genre through its use of an isometric camera rather than the more typical top-down view. Unlike many tower defence games, there is no in-game currency or point system. Instead, the player must complete each level with the limited resources they have been given.

WHAT IS THE SETTING?

As in the *Shaun the Sheep* television show, the game takes place at Mossy Bottom Farm. The action is centred around the Farmhouse, which the Flock are attempting to defend from the devious pigs, and the Barn, which they have taken as their base. The play area runs through the main field between the Barn and the Farmhouse.

WHAT/WHO WILL THE PLAYER CONTROL?

The player takes charge of the Flock, Shaun's woolly friends from the farm. Timmy, Timmy's Mum, Shirley and Nuts all make an appearance, as well as some of the unnamed members of the group, all of whom are attempting to defend the Farmhouse. Bitzer also appears at the end of each level, forcing the sheep to clear the playing field.

Game Details (cont)

WHAT IS THE MAIN OBJECTIVE?

The main objective of *A Porky Predicament* is to defend the Farmhouse from the pigs and their cohorts. The player must strategically deploy members of the Flock in order to keep the pigs at bay, ensuring that they never reach the Farmhouse, all whilst avoiding the notice of the Farmer, who will eventually come outside to investigate.

SINGLE PLAYER/MULTIPLAYER

The game is currently single player only, though there are ways of potentially making it into a multiplayer experience. For example, one person could take on the role of the pigs, and be given a set amount of resources with which to attack, whilst the other takes charge of the sheep and defends the Farmhouse, as in the single player mode.

GAMEPLAY HOURS

The length of the game is very much dependant on the number of levels. Each level should take no more than a couple of minutes to complete. The player will be given a short amount of time to study the level beforehand and deploy their sheep. After this, the pigs will advance, and must be held at bay for around thirty seconds to a minute.

VICTORY CONDITIONS

Successful completion of a level can only be achieved if the player both:

- Keeps the pigs at bay for the duration of the level (30 seconds - 1 minute)
- Scatters the Flock before the Farmer exits the Farmhouse and finds them

Inspiration



BLOONS: TOWER DEFENCE

A classic tower defence game originally built on Adobe Flash, released in 2007 and now available across multiple platforms.

- Score increases by popping 'bloons'
- Strategic placement of weapons is necessary to pop all passing bloons
- Level difficulty increases by adding more bloons at an increasing speed
- The 'tower' being defended is not actually visible within the play area



PLANTS vs ZOMBIES

A different style of tower defence game in which the player uses plants to defend a house from the attacking zombie hordes.

- Enemies have a variety of attributes
- Zombies advance in a linear fashion rather than navigating a twisting path
- Plants cost 'sun', which in turn can be generated by certain types of plant
- The player is shown which zombies to expect before beginning each level

Game World

THE FARMHOUSE

The Farmer lives in the Farmhouse, and is enjoying a nice cup of tea whilst the game takes place. Outside, the pigs are attempting to reach the Farmhouse, most likely to raid the Farmer's kitchen.

The player must defend the Farmhouse from the pigs by deploying the Flock in the play area. If any of the pigs reach the Farmhouse, the level will be lost.

Most levels will have two paths leading to the Farmhouse.

THE BARN

The Barn is normally home to Shaun and the Flock. However, the dastardly pigs have already taken it, and are using it as their base of operations as they fight their way towards the Farmhouse.

The pigs will spawn in the Barn at the start of each level, and advance on the Farmhouse from there. The player can not place sheep right outside the Barn.

Most levels will have two paths leading away from the Barn.

THE FIELD

The Field is where the sheep usually graze, and forms the main area of play for each level. The player must strategically place their sheep in this area in order to hold back the advancing pigs. Paths will be highlighted on the grass showing the possible routes that the pigs may take, allowing the player to lay out their defending forces accordingly.

In later levels, to add an element of difficulty, obstacles such as walls, bushes or trees could be added, which would assist or hinder the player depending on their approach. Additionally, other terrain such as the Farmer's garden, the pigsty, or the lane outside the Farm could provide variety and even give certain characters different attributes.

The Field is a fairly large area containing both the Farmhouse and the Barn. In a typical level, there will be several paths through the field.

Game Characters

SHIRLEY

- Shirley is the biggest sheep on the Farm, and as such is capable of obstructing the movement of the pigs by blocking the path for a short period of time.



TIMMY

- Timmy is the youngest sheep on the Farm. Whilst he cannot hold back the pigs as well as Shirley, he can slow them down by screaming when they approach.



TIMMY'S MUM

- Timmy's Mum loves to knit. She can use this to her advantage when defending the Farmhouse, knitting a woollen tripwire to stop the pigs in their tracks.



NUTS

- Nuts is crazy! When pigs are within a certain radius of him, he charges towards them in a Tasmanian Devil-style whirlwind, knocking them off the map.



Music and Sound

The sound in *A Porky Predicament*, particularly the music, will largely be sourced from the *Shaun the Sheep* television show. This will strengthen the connection between the game and the show, lending to the game feeling like more of an extension to the show than a separate entity. Below is a list of sound effects that could be implemented into the game. Alongside each is a potential event which could trigger this sound effect.

SOUND EFFECT	TRIGGER EVENT
Shaun Bleat	Hovering over Shaun UI button
Shirley Bleat	Hovering over Shirley UI button
Timmy Bleat	Hovering over Timmy UI button
Timmy's Mum Bleat	Hovering over Timmy's Mum UI button
Nuts Bleat	Hovering over Nuts UI button
Pig Oink	Pigs beginning to advance
Shirley Ouch	Pig bumping into Shirley
Scream/Cry	Timmy screaming/crying at pig
Boing	Pig tripping over tripwire
Whirlwind	Nuts charging at pig
Pig Squeal	Pig being knocked out of map
Alarm Clock	Countdown timer reaching zero
Bitzer Bark	Hovering over Bitzer Button
Whistle	Pressing Bitzer Button
Farmer Yell	Farmer catching sheep/pigs
Pig Laugh	Pig reaching Farmhouse

Game Blueprint

SELECTING the LEVEL

A Porky Predicament is a level-based game. As such, the player must select a level before they can begin playing.

- Each level will provide the player with a different set of sheep. This allows varying difficulty by level.
- The player can see which sheep they will be given before starting the level, but not the map itself.
- Some levels may also have longer or shorter time limits than others.

PREPARING the DEFENCE

When the level begins, the player will have a short amount of time to set up their defenses before the pigs advance.

- The player can open their toolbar to see the limited sheep available to them for this particular level
- Sheep can then be placed into the play area by simply dragging and dropping them from the toolbar.
- The player will be warned when the pigs are about to advance.

FIGHTING the PIGS

With the stage set up, the pigs begin to advance on the Farmhouse. The player must now successfully hold them back.

- As the pigs advance, the Flock will attack them by throwing fruit and veg, or using their special abilities.
- The pigs must not be allowed to reach the Farmhouse. Once they do, the player has lost the level.
- The player will again be warned when the Farmer is approaching.

SCATTERING the FLOCK

At the end of the level, the player must scatter the Flock before the Farmer can find them and see their sheepish antics.

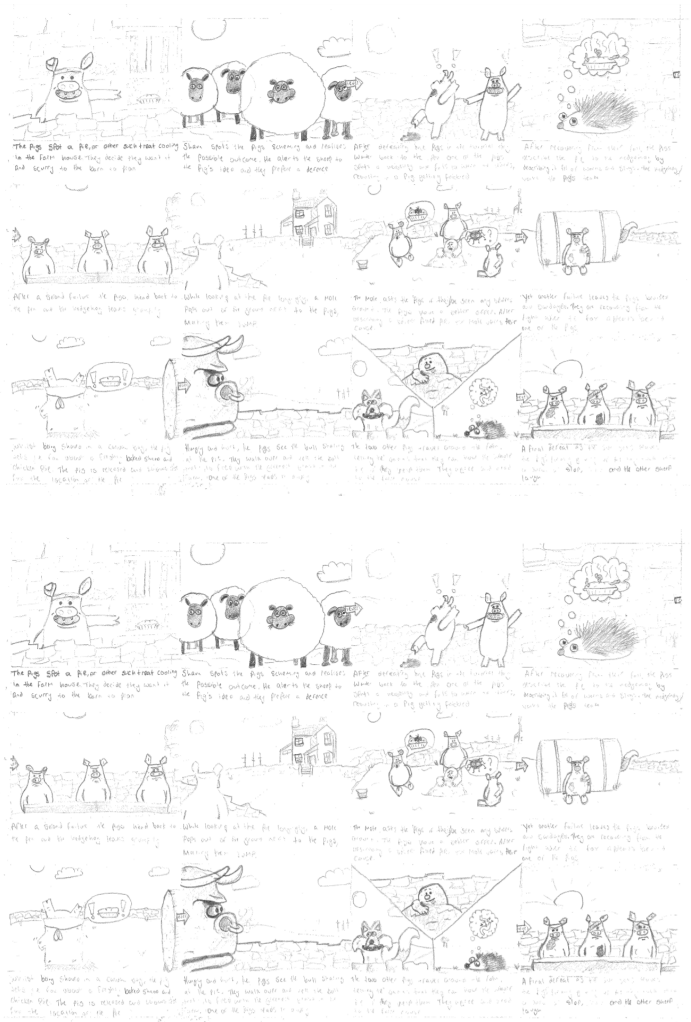
- The player can call on Bitzer using the 'Bitzer Button', who then uses his whistle to round up the sheep.
- The pigs will keep advancing until time runs out, so the sheep should be recalled at the last moment.
- The player will lose the level if the sheep are not scattered in time.

Concept Art

STORYBOARDING

Our original storyline concept for *A Porky Predicament* saw the pigs recruiting other animals from around the farm to help in their attack on the Farmhouse. Such allies included ducks, hedgehogs, moles and even the Bull.

Though this story proved a little too ambitious for our prototype game, it could work well in a full-sized game as it provides a natural progression in the level of difficulty, with each passing enemy presenting the player with a unique challenge.



LOGOS

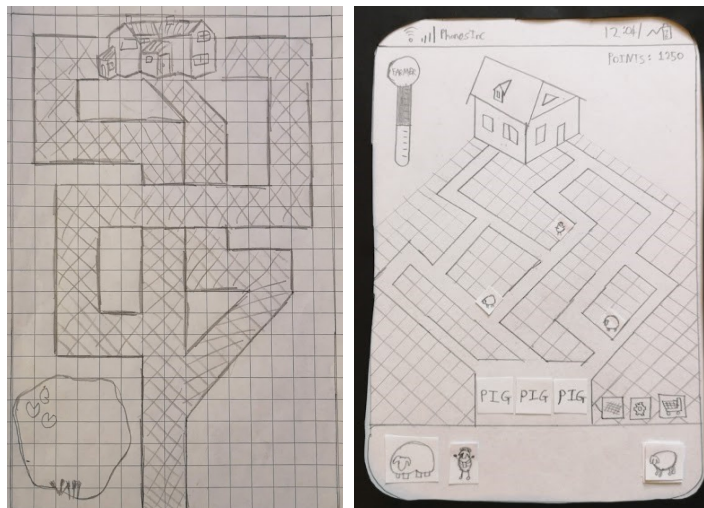
Our team logo was built upon that of Aardman Animations itself, with the addition of a wooden board nailed over the word 'man'. The logo for *A Porky Predicament*, based on the original *Shaun the Sheep* logo, is a simple early design.



Concept Art (cont)

PAPER PROTOTYPING

Shown to the left is an early paper prototype demonstrating our initial top-down concept for *A Porky Predicament*. This format was later rejected in favour of an isometric view, shown to the right, which gave the game a more unique appearance.



DIGITAL PROTOTYPING

Shown here are two different digital prototypes based on our earlier paper designs. In the first (left), the top-down view of the initial concept is maintained, whilst the second (right) provides a more polished look at the isometric format.



Game Details

SAUL ASHBRIDGE

Scripting
Project Management

GEORGE BELT

Concept Art
Storyboarding

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Scripting

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CLARKE WILLIAMS

Artwork
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LADS