

Version 1.0

September 17, 2015

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# Dude Where’s My IQ?

## Theme / Setting / genre

“Dude where’s My IQ?” is a 3d Environment with 2d Characters and 2d items. This will be a side scrolling rogue style battle game. The Levels will be Randomly Generated with a start and finish, where randomly the player will encounter people with very low IQ’s. The setting of this game takes place in a world where all the people left residing on the planet are not the brightest. This game will have a cartoony feel with 3d elements. This game will be under the rogue style game where a player will strive to make it as far as they can with what they collect and what they are randomly awarded with.

## Core GamePlay Mechanics (Brief)

- Acceleration / Deceleration with movement, jumping

- Interaction with 3D objects

- Battle System Where the player tries to make people smarter.

- Levels will be built and laid down randomly with random obstacles and random inhabitants

- Ability and Level System

### Controls

The player will use the mouse to click on items in the inventory.

Movement of the player will consist of the traditional WSAD keys.

W (forward), S (back), A (strafe left), D (strafe right). The last key used will be the (I) key to use inventory.

## Monetization Model

### Monetization type

This will be a free to play game.

## Project Scope

### Game Time Scale

I will be getting a little under 4 weeks total Coding Preparation. This includes everything from collecting all of the assets to programming it all into a functional game.

### Team Size

Team will consist of me only.

### Licences/ Hardware/ Other Costs

All assets will be using 100% open art. There will be no costs except for our time. As far as Hardware goes, this game should run on any windows computer.

## Influences

### Movies

“Idiocracy”

### Games

This game will have some elements found in games such as “Stick it to the man”, “Binding of Isaac”, with the Battle Style of Paper Mario / Pokémon.

## Target Market & target PlatForms

### The Elevator Pitch

This world we know of is becoming less and less smart… We are now stuck at a stale mate and it is up to you to spread the long lost knowledge of the smart people. Will you have what it takes to bring the numbskulls of the world up to par with the average IQ?

### Target Contact Demographics

Any age group will find this game fun and challenging, this should be a good game to burn a little time on and study some great mechanics that were put into place.

### Platforms

This game will be solely released on the PC.

## What sets this project apart

This game will be ever expanding and offer great laughs for all. People will play this game and relate with the absolute absurdity of the dumb characters and what they do/ say.

## Core gameplay MECHANICS (detailed)

### Mechanic #1 – Acceleration / Deceleration / Jumping

Players will have a realistic speed and feel. There will be Gravity as well as an implemented jump that will force the player off the ground for a jump. A player will Accelerate to a steady jog speed and then decelerate to 0 after the W or S key is let go.

### Mechanic #2 – Interaction With 3d Objects

Players will encounter objects they can pick up with the E key. Players will also engage battles by bumping into a dumb guy (sphere to sphere collision).

### Mechanic #3 – Batle System

The player will enter a state of battle where choices will be made on what ability will be used to teach the dumb guy. A player will start out at a level 1 smart guy and that will increase as they win battles. As they progress through the random levels. Once a player becomes level 15 they have essentially beaten the game and. Players can lose the game if they themselves become a dumbass (IQ becomes lower than average).

### Mechanic #4- Random Levels/ Obstacles

Levels will be build and laid down in a random fashion. I will be randomly generating numbers and the order of the level will then be in that order. I plan on making many obstacles and many Inhabitant areas where the player can battle a complete dumbass. Players will navigate through the levels not avoiding death (falling to death) … or other traps that cause death. Once the player makes it to the end of a level they will walk through a portal where a new level will be generated and laid down for them to progress upon.

### Mechanic #5- Ability / Level System

Players will have different ability’s depending on what ones they equip. These ability’s will be used during battle in attempt to teach the brain of the dumb person something, thus beating them. Upon defeating an opponent the players level will go up and an opportunity to level up an ability or learn a new ability.

## Story and gameplay

### Story (BRIEF)

- Last remaining smart person left on this world.

- Must spread the knowledge through IQ battles.

- Don’t become a dumbass yourself!

### Story (Detailed)

The time has come on earth where people of very low IQ’s have over bred. They have almost pushed smart people into extinction leaving only you left. Your goal on earth is to re-learn 15 inhabitants on this planet so they can re-sustain a smart population. This goal may sound easy but while you try to teach them they will try to dumb you down! You must protect what IQ you have left through various items and protection. Don’t become one of them, don’t resort to the laughter of another man being kicked in the genitals. You are better than that and need a higher class of humor to keep you alive on this planet.

### Gameplay

Players will navigate through a 3d world collecting items, entering battles. During battle a player will try to teach the dumb person something. By using ability’s they have, or one shot items the player will go about “defeating” the dummy. If a player is successful in teaching the dummy something they will receive a reward of an item and the chance to upgrade an ability. During game play a player can pause the game and see their level and ability’s with their corresponding levels. The player can also press I at any time also pausing the game and letting the player see the inventory. Within the inventory there will be slots to the left for equipped items. The items a player will equip will have an effect over the player that may help block dumbness or a variety of bonuses will be on the armor. The Inventory will also consist of all the one shot items a player has accumulated and lets them drop them also to take on more if the inventory is full. Every successful battle will level you up, once a player reaches level 15, they win the game.

## Assets

### 2D Textures

| Resource | Role | Source |
| --- | --- | --- |
| Buttons | Interaction, Navigation | Created by Photoshop CC |
| Backgrounds/Menus | Visual appeal / Emersion | Created by Photoshop CC |
| Sprites | Character Animation/ Effects | Created by Photoshop CC / Anime Studio 11 |
| Billboards | Environment | Created by Photoshop CC |

### Art Samples





### SOUND (Ambient)

There will be a calm funny comedic style music playing in the background. There also may be recorded sound clips from the players as you come near the inhabitant of that area.

### SOUND (PLAYER/COLLISION

There will be sounds when a player engages with specific objects. These will consist of killing a bug, getting a speed bonus… and many more.

### CODE

Code will consist of a lot of Boilerplate code that stems from the Introduction to 3D programming. I will be creating many different classes for Screens as well as for Buttons. There will be a player class and an inventory class. A “State Machine” will be created to handle all of the different states the game can be in. Depending on what state the game is in certain draw calls will be called as well as certain updates will be updated. I will be generating new Vertex and Index Buffers each Level depending on how the program generates a new level.

### ANIMATION (Environment)

The Environment will have a few levels of depth and move and separate paces giving an illusion of depth. The buttons will have a grow and shrink effect when you hover over them. I will be creating an abundance of sprite animations in Anime Studio 11. I will be using a custom animation Class I created that lets me load in sprite sheets with multiple rows and columns.

### ANIMATION (Character)

#### Player

The Player along with the characters he encounters in the game will all be created in Anime Studio 11. They will have Walk animations and jump animations, kick animations, wave animation. They will also have any other custom animations that I create.

### Menu and Game Layouts

**Main menu** will consist of 4 buttons. The play button which will take the player straight to the game. A music toggle button, which will turn the music on or off. A sound toggle button which will turn sound fx on or off. **Pause screen** will have 2 buttons. One will allow the player to restart. The other will allow the player to quit. Pause screen will also have the word “PAUSED” in the middle of the screen. Inventory screen will show the currently equipped items, as well as either empty inventory space Boxes or boxes with the item in it. This inventory screen will also show the current level of the player as well as equipped ability’s and their corresponding level.