

# Cataclysm Cleaner

## Meet the Creators:

There are five creative minds behind the ideas for Cataclysm Cleaner. They are: Kevin Laird, Andrea Brado, Colin Smith, Jeff Oh and Sergio Mejia. Andrea looks forward to the release of this game as it carries a strong underlying message, but engaging (some would say frustrating) enough gameplay that players will return again and again. Colin is excited for the game, because it reminds him of a unique, twisted take on a PacMan esque game, he also enjoys the simple, but complex idea. Sergio is excited to learn and create his first video game.

## Meet the Characters:



Janice or Jace



Rubbish Rats



Muck Monster



Litter Leeches



Trash Objects

## Game Basics:

Clean Trash

Incinerate trash.

Defeat or evade the Rubbish Rats.

Trash resets every time Janitor goes back for more air.

Janitor defeats Muck Monster but as the Monster dies

he drops the wisdom that the janitor will never be able to  
clean the world on his own.

You are a janitor on a planet destroyed by trash and pollution,  
your job is to suck up as much trash as you can everyday,  
and then return to your hollowed out bus home, to recuperate for  
the next day.

## Game Needs:

Color Schemes  
Backgrounds  
Menus

Musical Theme/Sound Effects  
Overall Vibe

Logo  
Graphics

## Gameplay:

Level 1- Basic Intro (5 minutes)

Weapons- Basic Trash Sucking Gun.

Special Items- Extra Oxygen.



Goals- Collect and Incinerate # of Trash Bags.

Level 2 Rat fighting (10 minutes)

Weapons- Zap Gun.



Special Items- Cheese.

Goals- Collect and Incinerate # of Trash Bags, Kill # of Rats.

Level 3 Muck Monster (15 minutes)

Weapons- Incinerator Gun



Special Items- Speed

Goals- Collect and Incinerate # of Trash Bags, Kill # of Rats, Defeat Muck Monster.

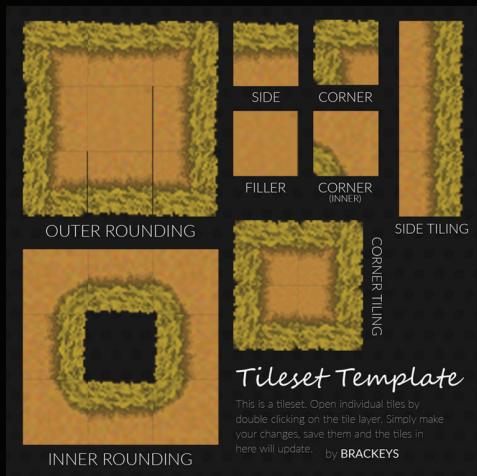
## Our Intent:

The world has been devastated. Destroyed by its own inhabitants. Our game attempts to convey the destruction of climate change and life changes it would dictate. Our absurdism comes from making the sole player a janitor whose job is to clean up this destroyed world without destroying himself. His oxygen is limited and he must spend each day collecting and incinerating garbage. We decided that what would make the game absurd, would be having a janitor trying to clean something that is literally a global catastrophe. Through the level ups the player can get, we hope to give them some sense of achievement, even though their ultimate goal of trying to clean the whole world will never be fulfilled. This game also has a message about climate change, and how our earth is the only one we have, it goes to show the extreme side of wastefulness, in that the whole world will be covered in trash. We cannot clean up the world alone!

## Inspirations:

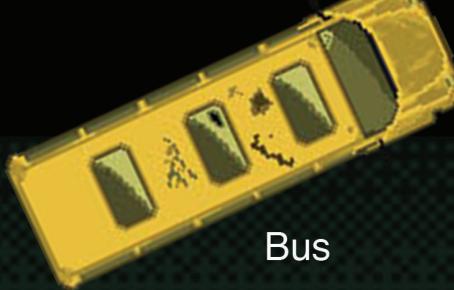
In discussing our game, we realized that our game has a very PacMan feel to it. Our style is also top down, and the controls will be simple WASD movements. W for up, A for left, D for right and S for down. The space bar will be for trash pick-up and moving between the outside/inside of the bus. The enter button will be used for other general interactions. Our level design will be similar to PacMan though instead of straight walls that PacMan has, we will have a maze. The maze walls will use stacked up cars to give it a better look and feel. Our inspirations has come from Ghostbusters as well. We decided to add the trash sucking gun, similar to a ghost gun on Ghostbusters. Some art ideas were Earthworm Jim and Stardew Valley for the pixel art inspiration and general graphic feel.

# Additional Assets:



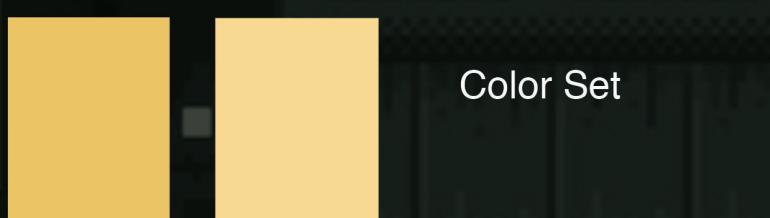
Tileset

Menus/Scenes



Bus

Menus/Scenes



Color Set

Oxygen Tank



## Tasks:

Andrea- Organization, Menu Design, Story Explanation, Purpose Statement, Sprites

Colin- Bus Design, Muck Monster Design, Sprites, Purpose Statement

Sergio- Janitor Design, Trash Destruction Design, Sprites

Jeff- Rubbish Rat Design, Litter Leech Design, Trash Item Design, Sprites

Kevin- Background Junkyard Design, Oxygen Filter Design, Animation Ideas

## Timeline:

All team members will be working on game design and sprite creation. We will also work together on animation though some people have more experience than others. After creating the Game Design Document we are looking to start coding and adding in our design ideas..

## First Person Walk Through:

I wake. Confused. Dizzy. Where am I? As the fog of my mind clears it is slowly replaced by the ashes of the world crumbling around me. I reach for my oxygen mask and get ready to face yet another day in this everlasting Hell. I walk outside armed for battle. My boots laced up to my thighs. Oxygen tank at 100%. Gloves to my elbows. Vacuum gun at 100%. Stepping out into the trash littered wasteland. Gross. My feet slipping in goo; the Muck Monster must have been outside of my window last night. Slowly I make myself a path, sucking up the garbage with my weapon. A path to the middle of the junkyard. I do this everyday: cleaning garbage, dodging rats, avoiding leeches, hiding from the Muck Monster. Everyday it seems like there is more trash. Everyday is the same battle. One man against a messed up world. Not much different than life prior to cataclysm.

## Problem Areas:

The overall struggle our team has worked through has to be with communication. Working as a team means being on the same page and letting everyone know what you are working on and how successful it is going. We have tried organizing documents, meeting times, Discord calls and chats. This is an ongoing battle and it worries a few of us as to how our final product will come together. We have also had a few issues with trying to create tilesets and trying to get the resolution the same for everyone doing assets. The problem we ran into is scaling for our project and the same pixel resolution throughout the assets. Kevin found a nice tutorial on tileset mapping and painting that we have been using to try and make different level ideas.

## Final Description of the Game:

Cataclysm Cleaner is a unique, twisted take on a PacMan-esque game. Our style is 2D, top down, and the controls are simple WASD movements. W for up, A for left, D for right and S for down. The space bar allows for game interactions and menu pull up. Our level design is similar to PacMan though instead of straight walls that PacMan has, we have a maze. Our playable character is a janitor on a planet destroyed by trash and pollution. His job is to suck up as much trash as he can everyday, and then return to his hollowed out bus home, to recuperate for the next day.

The logo for Cataclysm Cleaner features the word "CATACLYSM" in large, bold, red and grey letters. Below it, the word "CLEANER" is written in smaller, white letters.

CATACLYSM  
CLEANER

The janitor begins at a full health status of five hearts. He navigates the maze, running over trash to pick it up and avoiding the dangerous monsters of this destroyed world. If a Litter Leech, Rubbish Rat, or Muck Monster touches him, his health declines by a heart. As he runs through the maze his oxygen meter slowly runs down. To refill oxygen he must make it back to his bus located near the center of the maze. Entering the bus causes a shop menu to appear and also restores the player to full oxygen status.

EXIT

The absurdity of our game comes from the random trash population. As the player progresses the trash intensifies. For every piece picked up more pieces are generated.

This re-generation continues when the player enters the bus for restoration. The absurdity is emphasized by the fact that the player cannot possibly pick up all of the trash that has populated. Not one person can clean the world alone.

I do believe that our Game Design Document holds enough details someone would fully understand our game concept and be able to recreate it if they dared to and had enough coding skills.

For education

## Debrief:

Cataclysm Cleaner started out as a game based on the myth of Sisyphus and absurdism, which is the constant conflict between the human tendency to find meaning in a world in which there is none. It is of the struggle of finding joy in the impossible or achievement in the unachievable. This is the idea we brought into our world apocalypse game. One player struggling to preserve the world we live in, but finding the sins of mankind have finally caught up with us.

When our team of five began on this project, we first had to come up with ideas as to what kind of absurdist game we could create. Just as the janitor in our game struggles to clean up the mess left by those before him, so did we struggle to learn the dynamics of our team. Each team member has a different communication and work style. It was a challenge bringing us all to the same working relationship. Ultimately, we did succeed! Similar to our janitor's life cleaning lesson, our team learned that we cannot accomplish universal goals without teamwork.

## Summary of Changes:

Initially we had wanted our game to have enemy AI abilities and multiple levels. There were also planned shop upgrades to level up weapons and other items available to the player. As we progressed in game development we quickly had to downsize our idea to something more manageable. If we had another month we would implement enemy AI, player upgrades such as skins or weapons, and other player roles such as a female player.

## Game in Action:

Our Game Design Word Document contains screenshots and this team drive contains a vide of the prototype being played.

## Reflective Notes on Design and Prototype:

Andrea Brado: The design process had a few hiccups but not many! There did seem to be some confusion on who was working on what. There were also some versioning issues. I attempted to help organize everyone by touching base throughout the week with each person. I helped to research on areas of coding that we were getting stuck in. For future projects we should use GitLab or something similar. My main contribution was documenting our process for this Game Design Document. The boys did all the coding while I was available to find resources such as videos or example code. I think our prototype is amazing and look forward to continuing work on it. There are so many things we want to add to finish it. Overall I think we worked well together even with the miscommunications in the beginning of the quarter.

Kevin Laird: The game went through many different iterations and juggling the main file to ensure we are using the most up to date game model. It was extremely confusing trying to figure out who's doing what, when it needs to be done, importing their work into the main game, etc. I did a lot of the coding: the walk cycle for the protagonist sprite, the health system, oxygen timer and oxygen depletion timer, damage, trash collection and storing how much the player has collected. Additionally, I did the sprites for the Hearts (player health) some tilesets that were not used in the final product, and the bus player hub sprite. I learned a lot in unity, in creating pixel art, and creating prefabs and C#. I tried to take on the role of figuring out who's doing what and working with every team member and making sure they're progressing okay or if they needed any help. Overall, I feel like I have improved in my communication abilities, my group collaboration efforts, and handling large projects in a small work team environment.

## Reflective Paragraphs:

### Kevin Laird

I think the process is going slowly, but we're definitely making progress. We have a lot of assets to work with, we just need to figure out where we want our game to go from here before we start coding and implementing our ideas. I have provided source code and my personal project I've been working on via Udemy to the group and have worked on both the basic trash tilesets for the map and the bus asset too. Once we have our game narrative and design completely done, we'll get working on the actual game.

### Andrea Brado

My role has turned into documentation and organization. I have created most of the GDD, but have had little hand in the Asset Building. Most of my time has been spent attempting to get everyone on the same page. This makes me feel unproductive and yet I can see our team making progress. We are almost at the point that all we have left is to write code. I researched out the color schemes and provided hex codes for these. I have been working on menu design and asset research. Big shout out to Colin who does his best to keep me sane. I know I can always count on him to get his items completed and also to help others with theirs. He and I have been in almost constant communication and his help with the GDD was highly beneficial. I worry about the code and completion of this project, but know it will come together in the end.

### Colin Smith

I have spent most of my time trying to create tilesets and map layouts for the level. We have yet to implement most of our assets into code, and that will fall on me coming into the future of the game creation. I have also helped in putting together the GDD and also the prototype presentation. We did have most of our team working on assets and I feel like we could get together again and redistribute the work, in order to start making more progress than we have then. We started looking at new apocalypse tilesets and pixel art that we can start to implement with creative commons.

### Jeff Oh

I was mainly in charge of the in game sprites. Mostly the enemy objects and the various trash items. I plan to eventually add slight bit of animation to add life to the sprites and make the game look more polished. I am also slowly working on learning unity to test out prototypes of the game.

### Sergio

In this sprint I worked mostly on designing a few character sprites. I worked on the main character as well as found some concept 2d top down maps for our game. Last, I worked on the ideation of the interior of the map which will be the main player hub. Overall the process is going slow and steady, we seem to be in agreement with one another but sometimes balancing it out with our other project seems to be an obstacle.