Overview

# Breakdown

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# Target Audience

The target audience is the causal gamer, generally females. The game is designed to be simple and fun to play. A hardcore gamer would find it relatively easy to complete the game and would most likely get bored after a few hours playing online unless they were passionate about their high scores and reputation.

# Storyline

The planet of the PikPiks is beautiful and full in bloom. In the centre of their greatest city is an enormous crystal containing thousands of ancient spirits. The great melody of the spirits brings life to the planet, making it the most beautiful place in the universe. One day, a meteor falls from the sky, unexpectedly, and shatters the crystal into thousands of tiny pieces which spread to all corners of the planet. The great melody stops and the planet withers. The strongest PikPiks in all the land have been gathered by the majestic PikPik King and have been given a noble mission, to save the planet by re-forming the great crystal. But the spirits are proud and will not return unless they are collected in a harmonic pattern. The most successful PikPik on this difficult mission will be honoured as the great protector of the spirits, the Spirit Maestro.

Game Breakdown

# Overview

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# Modes of Play

## Single Player

#### Overview

The game is primarily designed to be played solo as a progression throughout a variety of unique zones and levels. Single player follows the story of the PikPik quest and explains why the PikPik champions are searching for the stars. There is also an in-built tutorial mode to explain the game as it goes along. Progressing through the first zone, new items and rules will be introduced on subsequent levels allowing a gentle introduction to the game for new players.

#### Rules

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#### Modes

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## Online Multiplayer

#### Overview

As a secondary element to the game, a multiplayer game mode will be provided to try and help increase the longevity of the game. Multiplayer games are more “match” based and players compete for high scores and reputation. Certain bonuses will be available in multiplayer games if a player has successfully completed the single player game.

#### Rules

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#### Modes

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# Mechanics

## Pre-Game

Players always start around the centre crystal of the map, as evenly spaced as possible. The game will introduce the round with a screen fade and then count the players in. Three seconds after the countdown, a new star will appear of a random colour. Following this, all other star colours will appear one second after each other at random locations on the map. Players are able to collect the stars as soon as they become available.

## In-Game

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## Post-Game

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# Rules

* There is a time limit for each game which is based on the level size. If no sequence is made within the time limit, which is adequate enough for a player to finish the game three times, the game ends in a draw and is replayed.

# Items

Items will appear at random locations on the level whenever a certain number of stars have been collected. They will appear as a “generic” object and the item the placer receives will only be determined after the object is collected by use of a “slots” like mechanism in the game interface.

Each item has a draw probability to ensure optimum items go to optimum players. Draw probability will be based on the player’s standing, game time and how powerful/rare the item is.

## Trojan Star

This star can be laid down anywhere on the map and will always change its colour to the next sequence star for opponent players. To the player who laid the star down, it will appear as a rainbow star allowing it to be easily identified. The star can be collected, by any player including the player who laid the star down. If collected, the player is stunned in place for three seconds and they lose a star from their melody.

## Fake Wall

The fake wall is used to block off certain passageways in the game. When placed, a wall block will appear acting exactly like a normal wall block. The wall block will disappear after eight seconds to ensure no player is blocked off permanently. A player with this power up can place up to three fake walls before the item expires.

## Oil Slick

The oil slick is used to put another player off balance. It can be placed on any blank square. When a PikPik walks into it, they are flung quickly across the map in the direction they are facing until they encounter a wall. Upon striking a wall, the player remains dazed for three seconds before regaining control. While sliding, the player will interact with any other item they may encounter. If the item changes the player’s behaviour, the oil slick effect is discarded and the new item behaviour takes over. The oil slick remains on the map for sixty seconds and has unlimited uses in that time.

## The Magpie

The magpie will fly onto the screen and steal a star from the player in first position. If there are more than one players drawing for first, the magpie will steal from the player who has been in first place for the longest time. This item will never be assigned to a player who is already in first and becomes unavailable should a player take first place.

# Interface

## Race Meter

The race meter is a meter of varying size that shows the current progress of all players in the current level. The meter is broken up into sections with one section for each collectable star in the melody. Very small character avatars are aligned to the section corresponding to the number of stars a player has collected to show their individual progress in the game. If more than one player is trying to collect the same star, the players are shown in the order they moved up to that position.

meter.PNG

Race Meter Concept: (**I-RM-1**)

* Time remaining for the level.
* The current score between 0 and 999,999.
* The melody needed to complete the mission.
  + Semi-transparent out if the corresponding star hasn’t been collected yet.
  + Has a border “glow” with the needed colour that is more solid.
  + The next star to collect, fades in and out with the border pulsing.

# Game Modes

## Story Mode/Race Mode

Race mode is the mode used for story progression and is the default for the game. There are no special exceptions to the game-play listed elsewhere.

(There are currently no other game modes planned.)

Mechanics/Technical

# Screen Breakdown

## Overview

Within the game there are many different screens to navigate through. To help organise these screens so that they are quick and easy to navigate, each one has been broken down into several sections. Each section describes the purpose of the screen, the screens it can link to, the transitions on the screen (if any), the mechanics and interactions that can occur in the screen and the audio that should be heard.

## Splash Screen

#### Purpose

The splash screen is there to immediately advertise the company logo and any other logo that may be relevant to the game.

#### Links

The splash screen links directly to the warning screen if it is skipped or if the logo has faded out.

#### Transitions

The logo initially fades in from black and fades out to black on completion. Each logo fades in and out for a set number of seconds in succession. The developing company logo is the first to be shown.

#### Mechanics

There are no mechanics.

#### Interactions

Clicking or pressing any buttons on this screen will skip it.

#### Audio

The logo “splash” sound clip will play with the logo synchronised to it.

## Warning Screen

#### Purpose

The warning screen is basically there to cover the company against any potential lawsuits and to generally warn players about anything they might find surprising in the game. It should include a game rating submitted by the developing company.

#### Links

There are no links.

#### Transitions

The warning and rating should fade in, give adequate time to read the warning and fade out.

#### Mechanics

There are no mechanics.

#### Interactions

Clicking or pressing any buttons on this screen will skip it.

#### Audio

There is no audio.

## Background Screen

#### Purpose

The background screen is generally to be used as a “first layer” for other screens to be rendered over when not playing the game. It is there to provide a more interesting environment for screens where mouse clicking is prominent without needing to re-implement the same technology several times.

#### Links

There are no links.

#### Transitions

Fade-in/fade-out transitions occur when the screen is initially shown and are fairly quick compared with other fade transitions. These are to just give a little smoothness to major state changes.

#### Mechanics

The background screen has one job, to create an interesting backdrop for most if not all of the mouse-interactive screens. Several modes may be available to change what happens.

#### Interactions

There are no interactions.

#### Audio

A soothing, default audio track will play when no other track is selected. The track can be overridden by other screens using this screen. The screen is responsible for smooth audio transitions between background tracks.

## Main Menu Screen

#### Purpose

The main menu allows players to navigate to different modes of gameplay. It is the central hub where every aspect of the game branches from. There is no higher hierarchical level than the main menu after the warning screen has faded out and trying to go up a level will exit the game.

#### Links

The main menu has direct links to:

* The offline screen.
* The online screen.
* The tutorial screen.
* The options screen.
* The credits screen.

There is also the option to exit the game.

#### Transitions

All available links will transition in from opposite ends of the screen, one at a time until all are centred. When selecting options, text will highlight under the mouse and fade out quickly when the mouse is removed. If an option is selected and there is a screen pointed to, the text items will transition of the screen in the same way they transitioned in.

#### Mechanics

There are not many mechanics on the main menu screen other than transitioning to the desired mode of play or sub option within the game.

#### Interactions

The links are navigated when the user releases the mouse over the link they desire.

#### Audio

The audio track is the default background music. There are click, hover and transition sounds for the menu items.

Marketing & Sales

# Build Types

## Full Version

The full version of the game will be sold for a small price and it will come with all features fully unlocked. Protection mechanisms will be in-place to try and deter people from pirating the full version, one of which is the requirement for an “update” patch to be downloaded for the full game to run. The update patch will minimise extra downloads and protect data that is not relevant to the demo version of the game.

## Demo Version

The demo version will be released as a free but restricted version of the game. The basic game will be available but will come with many restrictions and features removed. All disabled content will be physically removed from the download where possible.

* Offline will only progress through the first zone.
* Online will be unavailable.
* Marketing
  + Build Types
    - Demo Version
      * Pricing
      * Restrictions
    - Full Version
  + Distribution Methods
  + Advertising

Templates

#### Purpose

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#### Links

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#### Transitions

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#### Mechanics

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#### Interactions

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#### Audio

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