Gold Gun
ep 2
gameplay document

Market place
and
Through the square

"Market place" description

Player stands on the edge of the market square. He is able to hear a lot of voices at the same time. The place in front is pretty crowded. It is like a public place full of people, they spend time talking to each other, drinking. The player can't clearly hear any discussion details around so that it feels like a constant background noise. Player discusses the place (gets instructions) with Hugo (O. S.) and stands on the same place for a while. A stranger approaches from the right and starts useless dialog (selling dope, trying to catch players attention). At this point, the player gets instructions from Hugo on how to move forward and what is an objective. While listening instructions the beeping starts. It is a signal from Victor. The signal comes from the end of the market place (this is the exit from the market place and the entrance to the square at the same time). The player doesn't need to wait until a stranger finishes the dialog he can just go further (same with all the strangers in this area). The player goes forward (tilting forward). The first turn is after 10 meters walking. Then the player gets instructions to go to the right or left (both ways are ok) to go around a crowd in front. While walking along the crowd player is able to hear a discussion (sound source 7). At some point, the player approaches the stranger 2 (marked on the map). The stranger starts a useless conversation, the player just can keep going further. One last right tern and here is the entrance to the next level.

"Through the square" description

The square is fenced with bushes which can't be crossed by the player. Every time the player bumps into the bushes or the monument he hears the bump sound and an instruction from the Hugo O.S. (something like "Find a way around the monument, just go to the left or right to go around")
At the beginning of the level, the player stands on the edge of the square and gets instructions from Hugo O.S. on how to move around in this place. The player hears the sound of Victor's signal - this is the way to navigate through the square to the exit point. The objective is to find the way out of the square.

Market place sounds and music
Ambient sound - the sound of a public place with lots of people chatting with each other about random things. No words or topics can be recognized.
Sound sources 1,2,3,4,5,6 - loud hip-hop music with strong beats and deep bass coming from cars with opened doors.
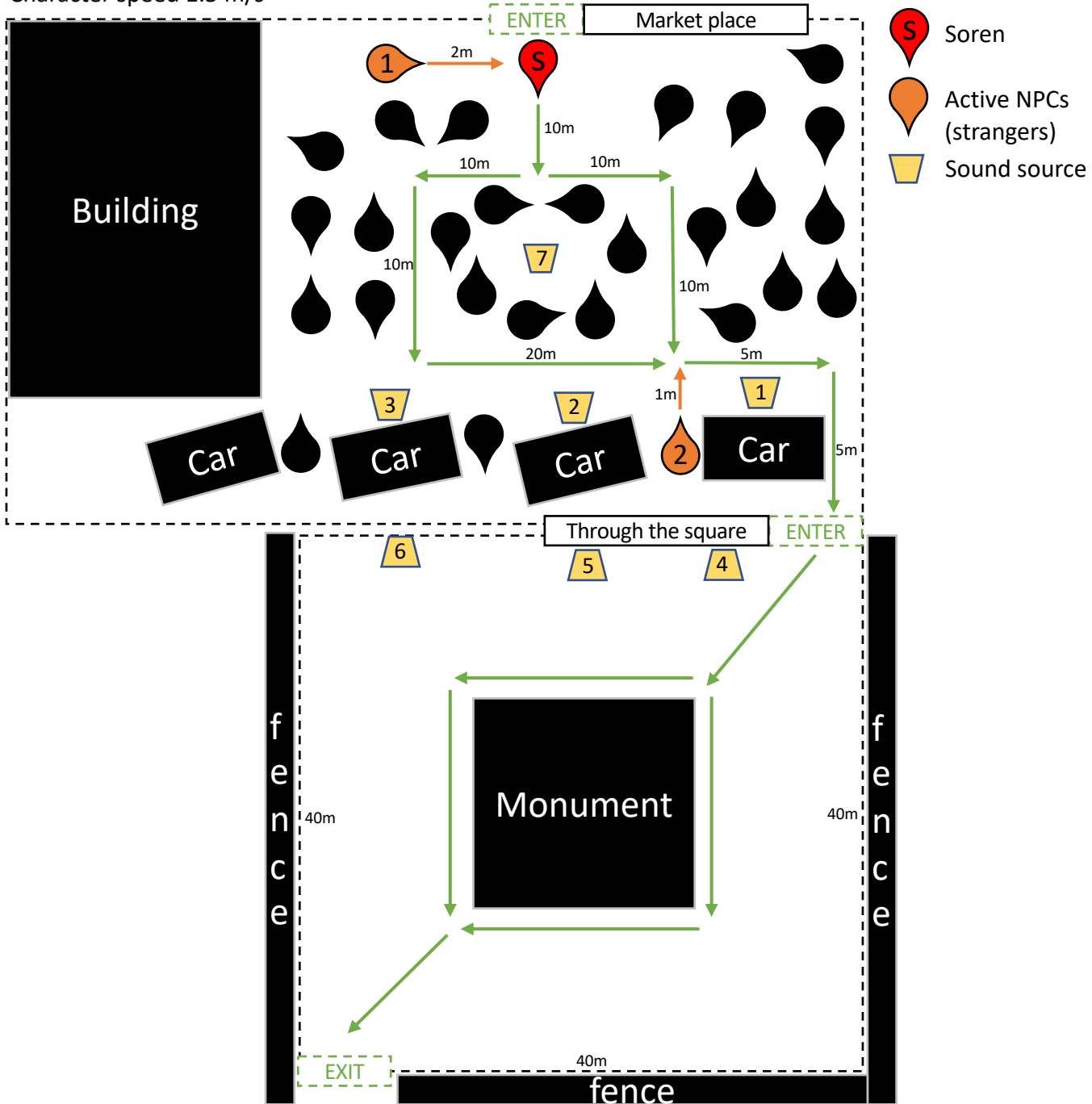
Through the square sounds and music
Ambient sound - the sound of wind and distant voices from the crowd on the market place. The music coming from the cars which parked on the market square works as a distractor for the player. The square is almost empty, only a few people are around the place. The player can hear the sound of steps from a couple NPCs passing by.

Movement mechanics

Player uses tilting right or left to turn around. Tilt right or left and hold to start rotation. The greater the tilting angle the faster the rotation speed. To move the character forward tilt forward or backward. The angle of a device affects the speed as well. The "Market place" and "Trought the square" uses the same movement mechanics, but with one significant difference. On the "Market place" player can't move freely around the place. There is a route (showed in the scheme using green arrows) which restricts moving directions. Every time the player tries to move in the wrong direction he hears an instruction from Hugo O.S. (something like "To your left Soren", "To the right"). In the second part of the level ("Trought the square" part) player is able to move around in any direction. The only restriction is the size of the area around (cut by "fence" objects) and a monument in the middle.

Level map

Character speed 1.5 m/s

Building

ENTER | Market place

S — Soren

2m

S

10m

10m | 10m

10m

7

10m

10m

20m | 5m

1m

3 | 2 | 1

Car | Car | Car | 2 | Car

5m

Through the square | ENTER

6

5 | 4

f e n c e

40m

Monument

f e n c e

40m

EXIT

40m

fence

S — Soren

Active NPCs (strangers)

Sound source

Fighting minigame

"Fighting minigame" description

The player runs into a gang of thugs in the "Golden alley" (look at the script). The fight starts after the dialog with the first thug. Game mechanics in this part are similar to typical fighting games such as Mortal Combat. The player and a thug have an initial amount of health (100 health points for a player and 200 points for a thug). The player is not able to move around the area during the fighting minigame. Instead, he has these types of moves:

1) Block - hold two fingers on a screen to defeat from an NPCs attack (Player's health +10).

2) Left punch - left tap to punch an enemy (NPC health -20)

3) Right punch - right tap to punch an enemy from the right (NPC health -20)

4) Counterattack - left or right punch an enemy 2 seconds after a successfully blocked attack. (NPC health -30).

An objective is to reduce the thug's health level down to 0 and keep the Soren's health.

The thug's moves script generates randomly every time the minigame starts or restarts. The thug makes a random move every 1 second. The thug can block (chooses randomly): 1) every player's move, 2) every second move, 3) every third move.
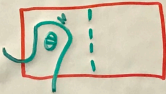
Music and sounds

Tense music and thugs' voices cheering up the player's enemy. Sounds of successful and unsuccessful punches(blocked by the enemy). Incoming NPC's punch (player needs to block) sound. When the player uses the "Block" move and holds the "Block" for some time he hears the surrounding (sounds and voices) with a different tone (like through a sound filter).

Fighting minigame — „Golden alley"

player VS NPC

free fight (no scenario)

① Block   + +10 player

② Left punch + -20

③ Right punch + ~ 20

④ Counterattack (left/right punch after blocked enemy attack) + -30

ow

# Dancing minigame

"Dancing minigame" description

According to the main script, the player meets a company of street dancers in the alley. They start challenging him to make a couple of dance moves and participate in a dancing battle. The minigame starts then the music starts playing. The music consists of 2 tracks playing. Basically, it is the same soundtrack but split by instruments (beat plays in a separate file). The player needs to tap the left or right side of a screen to dance. There are several types of moves:

1) Move to the left - tap left
2) Move to the right - tap right
3) Hands up - two fingers swipe up
4) Hands down - two fingers swipe down

The moves need to be performed according to a predefined map. An example map is shown on the scheme. The map needs to be created for a soundtrack. A map, in this case, is a sequence of left, right and swipes spread on the timeline. An objective for a player is to perform all the moves just in time. To inform the player when taps need to be performed the game switches the channels between left and right (beat plays in the left or right headphone respectively. To tell the player when to swipe up or down the tone of the music goes up or down. For every move performed in time player gets one point. To win a minigame the player needs to collect at least 80% of total points. During the minigame, dancers cheer the player by saying something like ("Come on", "Move it, move it").
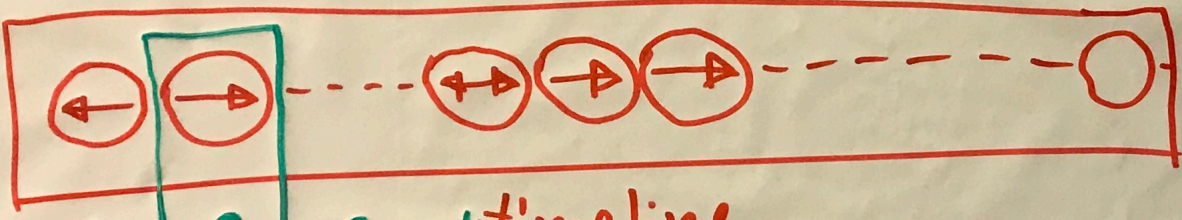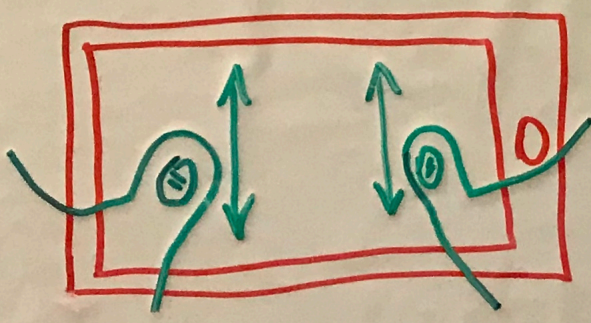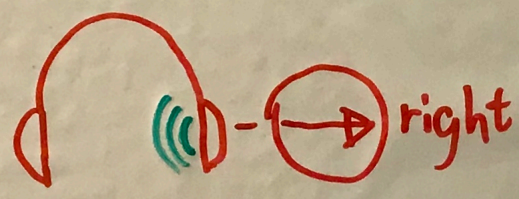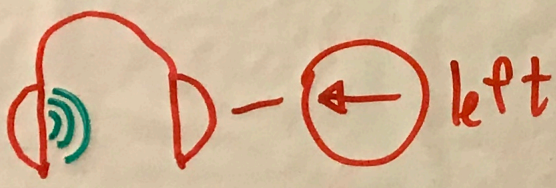
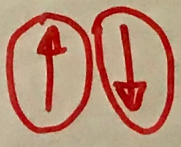# Dancing minigame
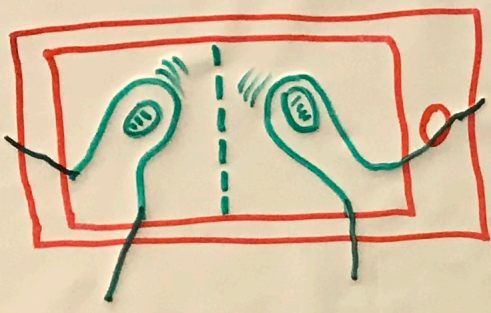
Tap left/right side

More moves?

s 1 2 3 4timeline

 left

 right

Swipe up/down

# Car chase

"Car chase" description

The car chase starts in the tunnel. Soren and Viktor are in the car pursued by armed bandits. There are three lines in the tunnel which can be used by bandits to chase the player. NPS's appear in the left middle or right lane of a tunnel (no more than one car at the same time). They can change the lane to avoid missiles coming from the player. Every time the game starts the bandits' cars generate randomly in random lanes. An objective in this minigame is to shot all the pursuers with a rocket launcher. Player has 5 sec to shot a rocket before being killed by bandits. Where are five basic moves for the player to use:

1) Shoot to the left lane - tap the left part of the screen
2) Shoot to the middle lane - tap the middle part of the screen
3) Shoot to the right lane - tap the right part of the screen
4) Lean out of a sunroof - swipe up with two fingers
5) Hide back in a car - swipe down with two fingers

The player needs to listen for sounds of bandits' cars and noises to get an idea of where to shoot. If the sounds come from the left the player needs to shoot to the left, and so on. To shoot player needs to lean out of a sunroof. After every shoot player needs to hide back in the car to reload and be ready for a next shot.

Car chase

bigger part

L	C	R	O

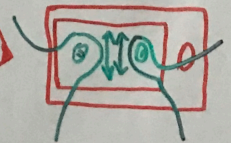L C R
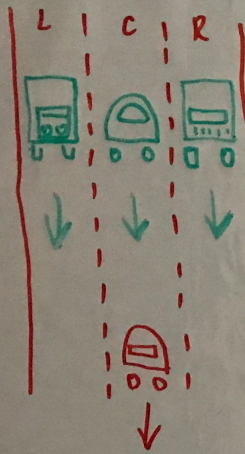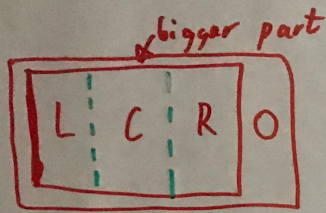
← NPC cars

← Player's car

① Shoot to the left side

② Shoot to the centre

③ Shoot to the right

④ Lean out of sunroof

⑤ Hide back in a car

Swipe up and
Swipe down
two fingers