BASICS

* We need a cool name lol
* Very simple. One level, quick 5 minute game loop
* You are trying to distract a shopkeep in order to steal his wares!
* Game has a timed “Distract-O-Meter” at the top of the screen that slowly goes down over time. You can use the alternate controller (specifics TBD) to aim and throw a ball at different items on the shelf to either distract the shopkeep or collect the items.
  + 3 distractions, 3 items
  + Controller – move the mouse side-to-side to aim, click and hold to determine height on the shelf
  + Shopkeep – constantly in an random animation looking at different positions across the shop. You can either try and time your item grab to not get caught, or you can use a distraction to pull his attention to one area and raise the Distract-O-Meter
    - If you use a distraction, the shopkeeper will only look at that area for a short amount of time before returning to his loop
    - Start at 70%, move down at a constant rate from there
    - Detailed notes written in the Trello descriptions !!!

A drawing of a store

Description automatically generated

A diagram of a device

Description automatically generated

* WIN STATE
  + You managed to steal all three items on your list without alerting the shopkeep!
  + Triggers win screen. Shows CG and displays how long it took you to complete the level
* LOSE STATE
  + Distract-O-Meter reaches 0, and the shop keep becomes overwhelmingly suspicious of you!
  + You try and steal an item while the shop keep is looking
    - Positions -2, -1, and 0 for items on the left
    - Positions 0, 1, and 2 for items on the right
  + Triggers lose screen. Shows CG and displays how many items you managed to try and steal
  + Option to try again

A drawing of a crown and a press spread

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ART DIRECTION

* Semi-pixel(y)? Art/UI on a 960x540px screen size for style and consistency
* The shop background is 3D. Set up as a still image that the 2D item and shop keep sprites are placed onto
  + The game is set up as 2D. We are just exporting images of the 3D background and layering them together to create an interesting look
* (will insert more detailed sketches tomorrow sorry)

DISTRACTIONS

* Can only be used to distract the shopkeep once.
* On hit, triggers a short animation and sound effect, drawing the shop keep to look in the direction of that item for a 10s (?) period.
  + Distractions push the shopkeep +1 position in that direction. Large distractions push the shopkeep +2 in that direction, in which he stays locked in that position for an extended period (15s?)
* Each distraction bumps the meter up by 30%
* Distraction Types
  + Bottles
    - Rattle and fall to the ground.
  + Firecrackers (large distraction!)
    - Light, crackle, and then go out.
  + Jack in the Box
    - Pops out of box, plays a small tune
* (Additional feature – add if we have time!!) Randomize item position at the start of each game. Not necessary for prototype play!

A diagram of a video game

Description automatically generated