

Game Design Document

Project codename: Beebop Tapper

Game title: Tales of the Galactic 86

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1.0 Summary

1.1 Game Genre and World

Project Beebop Tapper is a 2D arcade game inspired by the old atari arcade game of Tapper. It will also have elements of Overcooked, where NPCs who arrive at the bar will display their order above their head, and the player will have to serve them their drink by either pouring a beer then serving or combining certain ingredients to make a cocktail. Once the drink is served, the NPC will leave cash on the bar which contributes to the players overall score. There is a time limit to serve the customers and to collect the cash to be on the counter before they leave/walk away. The player has to manage making and serving drinks and collecting money for a highscore. The level (the barkeeper's shift) will end after a certain amount of time.



1.2 Setting and Universe

In the not so distant future, the player is looking for a job to pay off their student space loans. Bartending is a lucrative, yet stressful, position to have. The game is set in a bar on the planet of Mars. With the ambience inspired by the Cowboy Beebop universe (futuristic steampunk?) The bar is run down and grimy, but standing strong. To flesh out the setting for the player (since it's an arcade game atm), the NPCs could be various humans, cyborgs, aliens, robots, space cowboys, and maybe have a window in the background displaying the landscape.

1.3 Story Overview (Can be changed later, not important for arcades)

As previously mentioned, the context for the player is to pay off their student space loans by barking in a tavern on Mars. The player manages serving the colorful clientele of the roaming space cowboys. (It could be determined at a later date, that the player makes their way to the top and manages the bar as a whole, but that is a back burner idea.)

1.3 Art Style

The art style would be in 16 or 32 bit to fit the arcade feel. It should reflect the ambiance of steampunk or futuristic anime such as Cowboy Beebop, Trigun, Space Dandy, Firefly. More muted, run down colors for the backgrounds and bar. The player and NPCs should be more colorful for better visibility and to represent the various characters who frequent taverns. The items, and stations to make drinks will also have to be a slightly loud color not used by characters or the background for better visibility. These items will also have a blinking effect to display their interactivity.

1.4 Music

TBD. The music will have to invoke an arcade race against time feel or reflect the grimy space ambiance of the bar.

2.0 User Interface

When the user starts up the game, they will be presented with the options for “New Game”, “Tutorial”, “Continue/Load” if the game is developed beyond just an arcade romp, “Settings”, and “Credits”. The “Pause” menu is accessed when pausing during gameplay.

2.1 New Game

When the player hits “New Game”, a new game is created. The player will be brought to the next screen where they be suggested to play the tutorial with the option on “No” by default. If the game is developed beyond an arcade romp to just get a high score, the user will be able to create and customize a character (See Player in Character section).

2.2 Continue/Load

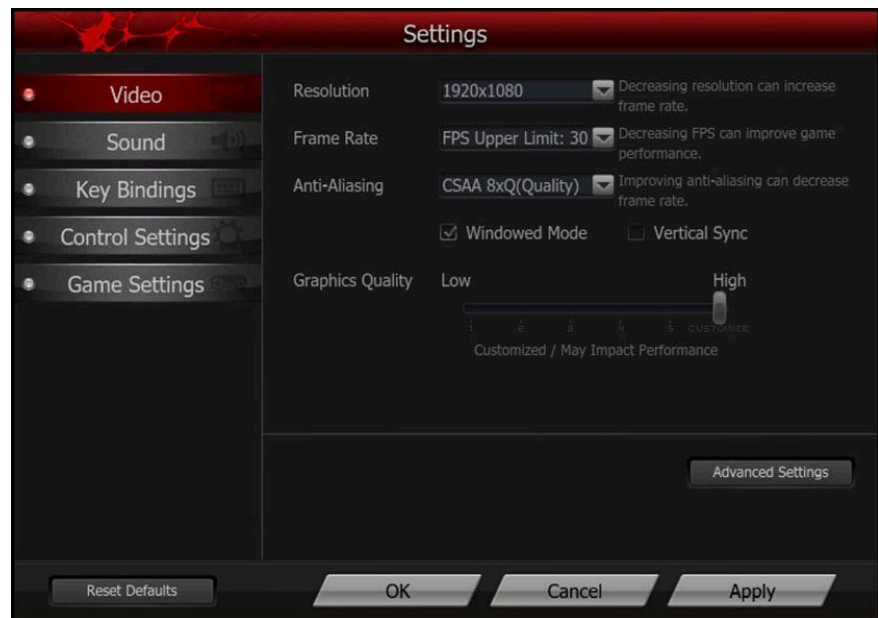
This allows the user to be brought to a screen where they can load or delete a past saved game. This option will only be given if the game is developed beyond just an arcade romp

2.3 Pause Menu

When the player is in game, they can pause the game. In this menu, the player will have the option to load a past save, restart their shift (level), see their current score, access the setting menu or quit the game entirely.

2.4 Settings

In this menu, the player will be presented 3 different menu tabs: Controls, Graphics and Audio. In controls, the player will be able to adjust their key bindings or controller binding types. In graphics, the screen resolution can be adjusted, along with the image quality (for PC). In the Audio tab, there will be a slider bar for master volume, music, dialog (for the tutorial) and sound effects.



2.5 Credits

In the credits menu, the player would be able to see game credits, such as the name of the developers, music and engine license and their overall game progress and the high score leaderboard.

3.0 Characters

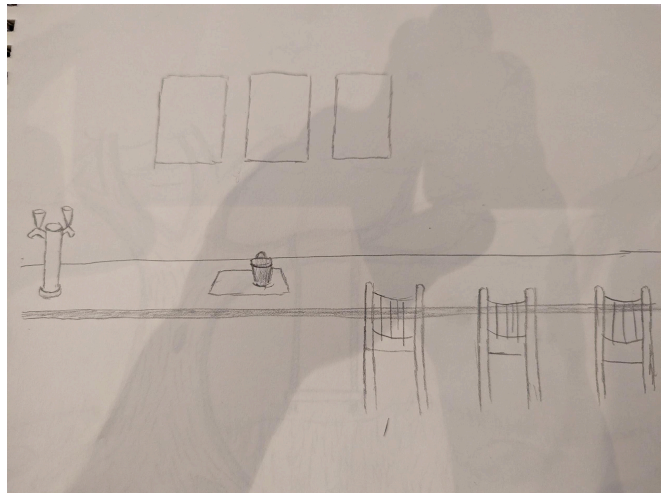
3.1 Player Character

If the game is developed beyond a simple arcade romp, the player will be able to customize their character. They can chose their hairstyle, skin tone, shirt and eye colours. Otherwise, the character has to resemble a bartender. However, these days there is no 1 kind of uniform, so we can go with a cheesy/classic getup. Also, as per the world universe, it should, but isn't necessary, to fit within the space setting. There is room for the artiste to get creative here.

3.2 NPC Characters

The NPCs will be various clientele who simply walk up and sit at the bar. Once seated, a speech bubble will appear above their head displaying the drink that they wish to order. Either a pint of beer or a cocktail of a certain colour. The NPC will wait for a total of 90-120 seconds (TBD later when balancing). Within 15 seconds of this timer ending, they will begin to vibrate with anger before leaving unhappy.

When the player serves them their drink, a heart will be displayed in their speech bubble and they will leave a pile of cash next to them on the bar. They will then proceed to play a drinking



animation (throwing their head back) followed by walking away from the bar. The artist has free liberty to create the sprites and the animations of 5-10 different NPCs within the constraint of the in-game universe setting previously mentioned.

4.0 Game Mechanics

4.1 Walking

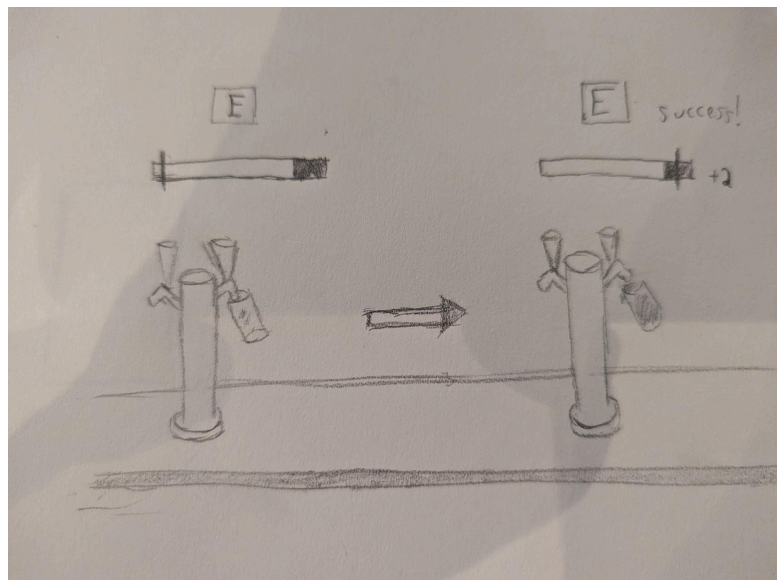
The player will have the option to walk from left to right behind the bar using the “W” and “D” keys. The “W” and “S” keys can be used to change which way the player faces at the bar to interact with either the clients and money at the bar or with the fridge for ingredients behind them.

4.2 NPC Interaction

Once the NPCs sit at the bar, a speech bubble will appear above their head displaying their order either a colour coded cocktail or a beer. The player is able to serve the drink by pressing the “E” key in proximity to the NPC they are facing. If the player interacts with the wrong NPC, the NPC with the according order will have their speech bubble vibrate with a sound cue. Once served, the NPC will leave cash on the bar, drink and then leave.

4.3 Pouring Beers

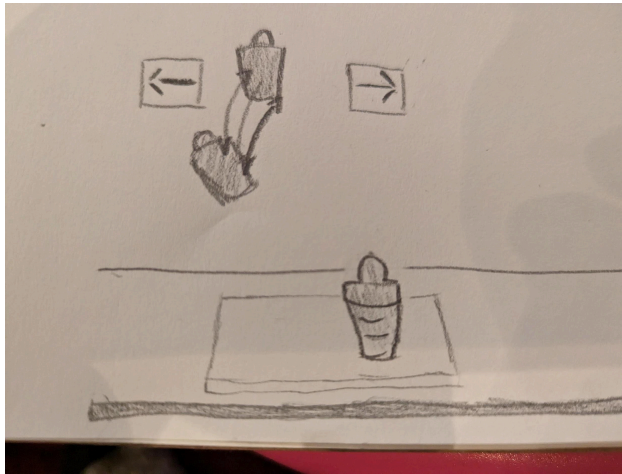
The player can pour a beer from the beer tap at the far left end of the bar. They simply walk up the beer-tap, and use “E” to interact while facing it. An empty bar will display above the beer tap with a small filled in part on the right end of it. The player must hold the Right Arrow Key to “pour” the drink, which will fill the bar/meter. If the player successfully lets go of the arrow key at the appropriate time (the



small filled part of the bar), the player will receive a +2 bonus to their score.

4.4 Making Cocktails

To make a cocktail, the player must collect 2-3 ingredients from the fridge behind the bar.



For example, if the cocktail is purple, the player must collect a blue and a red ingredient from the fridge by facing the appropriate part of the fridge (using the “W” key) and hitting “E”. The colour coded ingredients will be displayed at the top right corner of the screen. The player can only hold onto 3 ingredients at a time. Once all ingredients are collected, the player must stand at the center of the bar (where the shaker can be located) and tap

between the Left and Right Arrow keys. The cocktail will then be created and is automatically in the players hand. When the play makes a cocktail, a +1 bonus point will be added to their overall score.

4.5 Collecting Money

Once an NPC is served their drink, they will drop money next to them on the bar. The player can pick on the money by clicking “E” and a chime sound cue will play. A beer will give +8 points to the player’s overall score and a cocktail, depending on the colour (complexity?) will give either a +10, +15 or +20 points to the player’s score. The money will only be available to pick up for 30 seconds on the bar before disappearing. 10 seconds before the time limit for collection, the money will begin to flash.

5.0 Items and Progression

5.1 Cosmetic items

Depending on the high score and if the game is developed beyond just an arcade romp, the player could unlock various cosmetics for their player and the bar.

5.2 Skill Tree

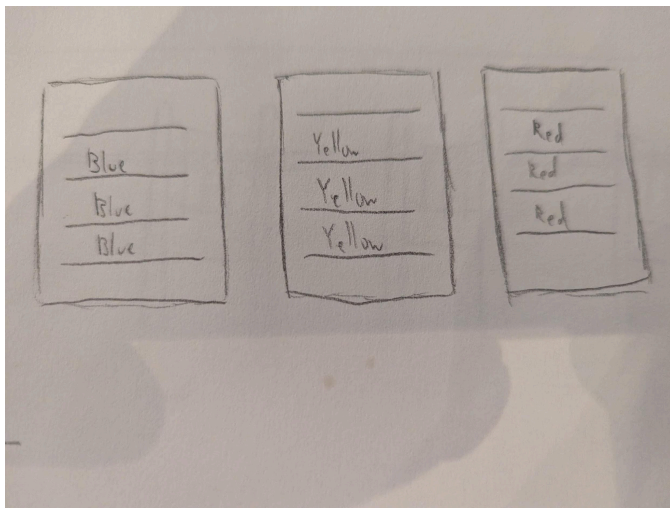
Depending on the high score and if the game is developed beyond just an arcade romp, their could be multiple “shifts” or levels scaling in the amount of NPCs who walk up to the bar and the time limit given. If so, the player could spend skill points between levels to make it easier to pour beer, make it quicker to shake cocktail ingredients, or faster walking speed.

5.3 Drink Recipes

Depending on the high score and if the game is developed beyond just an arcade romp, the player could purchase more types of beers or more complex cocktails to make during their shift. These new beers and cocktails would give higher bonus points once completed and more money once served to the clients. The player will also have to perfect their timing when it comes to prepping these new drinks. The player can purchase these new products in the same menu as the skill tree in-between shifts.

The game will start with “Blue”, “Yellow” or “Red” ingredients in the open fridge behind the bar in three distinct areas of the wall.

Combining the appropriate colours will make one of three cocktails: “Purple”, “Orange” or “Green”. each giving a different score.



5.3 Tutorial

Before starting a “New Game”, or by choosing the option in the menu, the player can perform their “training shift”. It will start with just the player behind the bar, and a robot cowboy sitting at the bar. The NPC will explain how to pour a beer and serve. Following this, he will then highlight the importance of collecting money before its “stolen”. Finally he will ask for a cocktail and explain how to interact with the fridge to collect either a blue, yellow or red ingredient to make either a purple, green or orange cocktail.

6.0 Controls for target SKUs

6.1 Computer

For computers, the player will use “WASD” to walk around and face different directions behind the bar. The “E” key will be used to interact/pick up ingredients, cash or the bar-tap. The arrow keys will be used to pour or shake the various drinks.