



HIVE-MINDED

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Gameplay

Hive-Minded is a 2-dimensional puzzle game. The game features bright levels and characters accompanied by lovely music and sound design. Players start on the title screen where they are asked how many players they would like. This changes the keybinds around to make the game accessible for up to 4 players. Players then select start where they can choose from a variety of levels. These levels are designed to be frustrating but fun to play as a team.

Intended Audience

Hive-Minded is intended to be played by students 13 and older, though the game can be played by those younger. The fun party/puzzle aspect makes the game entertaining with friends and can often lead to comedic and hectic moments.

Purpose

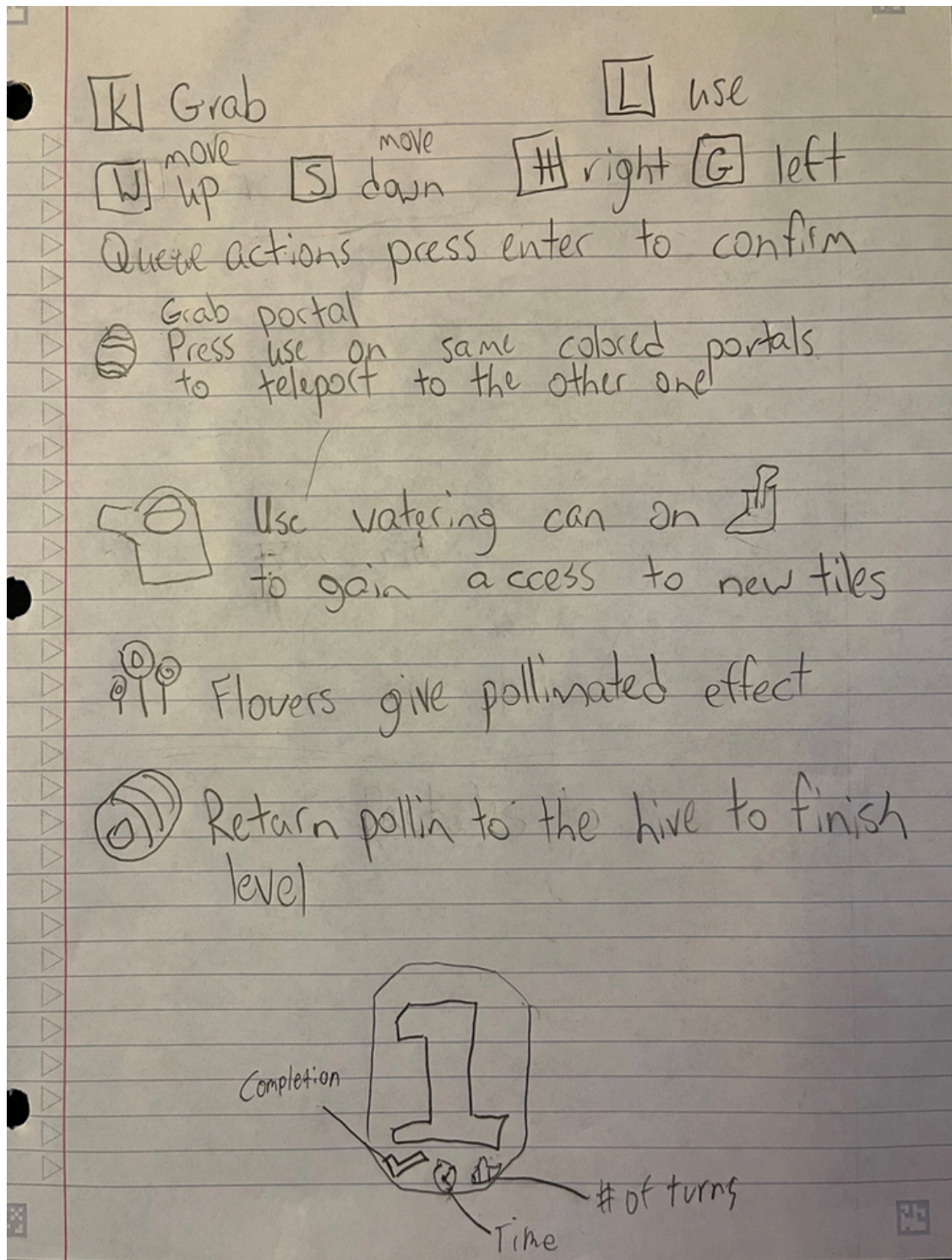
Hive-Mind intends to bring entertainment and fun through puzzles and simple art/music.

Creation

All sprite, music, code, and sounds used in Hive-Minded were created by our team using various software. Each sprite in Hive-Minded was created using Gimp, an online art software. Music and sound effects were created with Bandlab, a sound editing software. All scripts were written in GDScript using Godot as our IDE.

Early Storyboard

4





Menu Controls

1. The “QUIT” button is used to exit the game. It closes the game and returns to desktop.
2. The “OPTIONS” button allows players to adjust controls based on how many people are playing the game.
3. The “START” button sends players to the level select menu.
4. The info (i) button in the top left provides the keybinds of the game, dependent on selected numbers of players, but intentionally doesn't display key functionality.

Controls are based on the amount of players

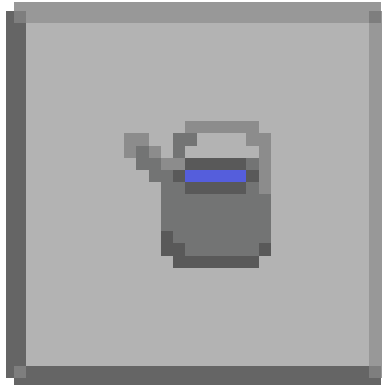
i. Directional keys - Players queue up directional movement by pressing directional keys.

ii. The “Grab” Action – This action allows the player to carry and drop interactable items in a level. Only one item may be carried at a time. If an item is dropped on another item the items will swap positions: one being carried and the previously held item on the ground.

iii. The “Use” Action - This action allows the player to perform an action dependent on what item is currently held.

iv. The “Start” Action – This action runs the sequence of actions and ends the “Turn”.

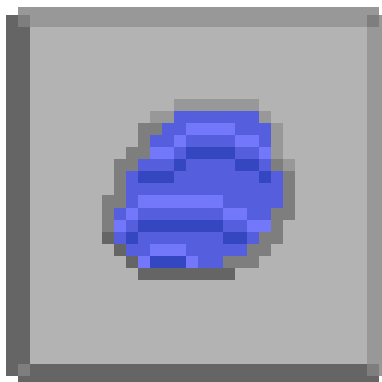
Players	Up	Down	Left	Right	Grab	Use	Go
1	W	S	A	D	H	J	K
2	↑ (Up)	↓ (Down)	← (Left)	→ (Right)	A	S	D
3	↑ (Up)	↓ (Down)	A	K	L	S	J
4	↑ (Up)	↓ (Down)	1	-(Minus)	2	0	Space



- i. Watering Can – Interacts with certain other objects in the immediate cardinal directions.



- ii. Seed – Turns the tile past the seed (from the player) into a fully walkable tile.



- iii. Teleporter – When used, it forces the player to commit the “Grab” action and then sets the player’s position to its partner (indicated by color). This allows for items to be transported with teleporter use.

Week 1 – Jan 5

Storyboarding and Design
Programming

Week 2 – Jan 12

Spriting
Programming
Mechanic Design

Week 3 – Jan 19

Spriting
Programming
Mechanic Design
Music Design
Menu Design

Week 4 – Jan 26

Spriting
Programming
Mechanic Design
Music Design
Menu Design

Week 5 – Feb 2

Spriting
Programming
Music Design
Menu Design

Week 6 - Mar 2

Programming