**SP Team 17**

**Design Document for:**

# Therapist Simulator 2015

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Tuesday, August 19, 2014

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# Design History

This is a brief explanation of the history of this document.

**Version 1.10**

Version 1.10 includes some tuning and tweaking that I did after making my initial pass at the design. Here is what I changed.

1. Made base classes
2. I incorporated feedback from the team into all parts of the design however no major changes were made.

# Game Overview

**Common Questions**

**What is the game?**

The game is about problem gamblers and how they are addicted to gambling.

**Why create this game?**

This game strives to bring awareness to problem gambling and to preventing it from gambling by diagnosing its symptoms and causes. Many think that problem gambling is easy to spot among family members but this not the case.

**Where does the game take place?**

The game takes place within a problematic gambler’s mind and brain. It embodies thoughts that leads to problem gambling and these thoughts are represented as monsters.

**What do I control?**

The player will control a Therapist that will try to eliminate the enemies that are channeling the nasty thoughts in the gambler’s mind.

**What is the main focus?**

The main focus of this game is to cure the gambler of his addiction to gambling.

# Feature Set

**General Features**

1. Multi-stages
2. Items Inventory
3. Exp. System
4. Skills
5. A.I. Implementation
6. Game Physics
7. Sprites & Animation
8. Irrklang Sound
9. UI Programming

**Gameplay**

1. Real-time Gameplay
2. Combat – Variable
3. Skills – Hotkeys
4. Items – Shop
5. Monsters – Drops currency(Anti-gambling credits)
6. Experience – Above head
7. A.I. – Tracking

# The Game World

# Overview

The game world is a part of the gambler’s brain and is designed to have the texture, feel and ambience of the mind.

# Anything can happen

What’s so great about this game? It takes place in the mind. Anything can happen. Physics take on a new meaning in the mind, where anything impossible can happen.

# The Physical World

**Overview**

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

**Key Locations**

The Conscious Mind, the Subconscious, the Super Conscious (Three Levels) + the Zone (boss)

**Travel**

Player travels between different layers of the mind through a wormhole at the end of each level, finally entering the final stage of the mind, the Zone.

**Scale**

This will be a small scale world featuring the mind. However there will be no visual boundaries to the edge of the gameplay world to increase believability.

**Objects**

Describe the different objects that can be found in the world.

See the “Objects Appendix” for a list of all the objects found in the world.

**Weather**

Mind has unpredictable weather conditions.

# Rendering System

**Overview**

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

**2D/3D Rendering**

OpenGL Rendering Engine.

# Camera

Top-down 2.5 D view.

**Overview**

Using two dimensional texture, we are adopting a top – down camera view while indicating depth in the game itself.

# The World Layout

**Overview**

Provide an overview here.

**World Layout Detail #1**

**World Layout Detail #2**

# Game Characters

**Overview**

Main Character - Therapist.

**Enemies and Monsters**

Money Bag (Melee Level 1) – assaults you by throwing itself at you. Found in the conscious mind.

Dollar Note (Ranged Level 1) – shoots coins at you. Found in the conscious mind.

Mahjong Friend (Ranged/Melee Level 2) – attacks you by shooting small white tiles at you/assaults you.

Poker Fiend (Ranged/Melee Level 2) – shoots cards at you/assaults you.

Du-Shen (“God of Gambling” 5-6 skills Level 3/4) – Boss of the last level.

# User Interface

**Overview**

We have a health bar and also Anti-Gambling Credits display at the top hand side of the game screen.

# Weapons

**Overview**

Overview of weapons used in game.

**Skills**

Fire Spell

# Musical Scores and Sound Effects

**Overview**

Using irrKlang, we plan to add sound to our game, both effects and background music. More interactive actions will also include sound.

**3D Sound**

Part of the series on interactivity, 3D sound will be implemented in the case of environment, wherever applicable.

**Sound Design**

Sounds will be self-recorded or royalty free. Also, there is intention to make a sound database to include a larger variety of sounds.

# Single-Player Game

**Overview**

Immersing into a mind to manipulate components inside it.

**Story**

You are a therapist who helps problem gamblers cure their addiction to different sorts of gambling. Their gambling addictions are caused by many causes and you will enter a gambler’s brain to get rid of every thought that leads to problem gambling. Learn about the causes and effects of gambling through this journey in a problematic gambler’s brain.

**Victory Conditions**

Finish the game by clearing out the mind of its negative influences. + Kill the final boss, the core of negativity.

# “Appendix”

Here are a few examples of some of the appendices in my latest design…

# “Objects Appendix”

**shuriken.tga**

**hppotion.tga**

**levelpill.tga**

# “User Interface Appendix”

health.tga

credit.tga

skillhud.tga

# “Character Rendering and Animation Appendix”

player.tga

skill (n).tga (e.g. firespell.tga)

particle.tga

bag.tga

note.tga

mahjongfiend.tga

pokerfiend.tga

boss.tga