Game Design Document
„Man Overboard"

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How do I edit this document?

1.) Write your Name and mark it with 'your color'* so it's easily visible
2.) Write your Note under the text that needs fixing
3.) Write in the Date of your Note, so we always know what's an old/already updated question or edit

Example: Emely: What if I take another note right here? [13.11.]

If you edit the document with your notes, please write the note to the right topic. E.g. - Player questions or edits go to the bullet point of Players.

*Colors:
Judy
Mia
Javier
Yasmin
Emely

RED means that this info will be edited in the document in the future, but is in planning
YELLOW means general questions and ideas
LIGHT BLUE means that it's not in the game yet but it is planned to have it in there / it still needs further discussions
BEIGE means notes from the game design department class
GREEN means these are questions for the surveys!
GRAY means old stuff I keep for safety (until everything is figured out)

1.) Introduction

This document specifies the game design for the provisional title "Man Overboard!". It is based on elements discussed in various meetings and coachings.

2.) References

Referenced games: Overcooked!, Among Us, Mario Kart, Sea of Thieves

3.) Specifications

Genre:

Local Multiplayer, Party-Game

Story Synopsis/Logline:

Your crew just found the most dazzling pirate treasure imaginable, now you just have to bring it to your harbor back home. Problem is just: You forgot your captain at Treasure Island. *But… nobody liked him anyway!* What's left of the crew is you, the interns, having to navigate back! A whacky and chaotic multiplayer game in which you have to sail your ship to reach the harbor safely with as little casualties and as much treasure as possible. Constantly keep an eye out for occuring problems on the ship and cooperate to save each other from struggles on the sea to bring your treasure home!

Game Structure:

Intro: Players stand in front of the steering wheel going crazy, wondering what's going on. Then you crash into a rock and the round starts.

Each round/phase will take a total of 1 minute and 20 seconds, which makes one 'game loop' last for 4 minutes in total.

Phase 1 - Early Game: routines and events
-Phase 2 gets introduced by the change of the waters color and milestone reminders in form of a bell as well as the "steering wheel" event-

Phase 2 - Mid Game: routines, events and one big event
-Phase 3 gets introduced by the change of the waters color and milestone reminders in form of a bell sound-

Phase 3 - Late Game: routines, events and 1 big event
-Phase 3 ends with last big event, which has a timer-

End (Win): You reach the harbor with the treasure you carried during your journey.
End (Lose): You did not reach the harbor because;
- all of your crewmates died
- your ships' health reached 0%
-

Players:

Hank Hammerhead - The hapless, high-seas hooligan
Background: unexplainable phobia of bananas, sharktastic dance moves, pirate of the missing socks

Sylvester Shrimp - The strapping, seductive swashbuckler
Background: pirate haiku poet, garlic butter biceps, mermaid fanclub president

Oliver Octopus - The oceanic old-timer
Background: former eight-handed Hula-Hooper world champion

Molly Muraena - The merry marauding maniac
Background: lost her eye to poor eyesight, shark tank roulette, her boat sinking count is 4 ½, 3 were her own

World:

Ship Name: The Dreadful Dori
Sea: The Shanty Sea

Action

Keep ship alive by doing tasks/solving problems, get rid of treasure (decreases difficulty) or try and get more treasure (increases difficulty)

Objective

Arrive at the harbor with as much treasure and least casualties as possible

Graphics

Low poly, hand painted textures, clear shapes, vibrant colors

4.) Gameplay

4.1) Ship
4.1.1) Ship Environment

The Ship is shown on fullscreen and works as a static environment, so there will not be a split screen for every player. The ship is modular, which means we technically have three parts of the ship including stern, main deck and bow.

Stern: Including the steering wheel*, you can reach the stern by either throwing your crewmates up there (fast way), or you may use the stairs.
*Steering wheel: The steering wheel is no longer used in casual gameplay but with events.

Main Deck: Includes the modular tiles, 63 in total, the fishing balconies* and most tasks *(*look at 4.4.1 Tasks)*
*Fishing Balconies: 2 per side of the main deck, this is where you can help your crewmates and fish corpses or crates

Bow: Includes canons and planks
*Canons: Could in the future be used for fights against other pirates, that want to rob your treasure
*Planks: Are used for repairing the holes in your boat and will therefore increase the health of the ship again.

4.1.2) Ship Health
The Ship starts with the health of 100%

Damage:
Your ship takes damage by tiles (63 in total) getting destroyed. Visually, the more damage the boat takes, the more water splashes out of the holes, where the tiles are damaged.

Healthgain:
It is possible to repair all of the damage of the boat and gain your ships' health again by repairing the ship. *(see 4.4.1, tasks)*
If the ship is between 90% and 100% of health during your run, crates will float by, and you can increase difficulty again and thereby earn more treasure. *(see 4.2, objects-crates for more detail)*

4.2) Objects
Crates: Crates equal treasure, which will measure your highscore, when you arrive at the harbor and the round ends.

Even though there might be different types of crates (visually), they will all have the same gravity/weight. One crate represents the value of (WHAT) for the Leaderboard.

The crates will slip around the main deck *(look at 4.1.1. Ship Environment)* due to the movement of the waves, creating their main action: hindering the players to move freely.

- Behavior towards players:
  Players can get hit by the crates, as soon as they are hitting them (with enough speed) which will lead to being stunned. After being stunned, a player will be immune for getting hit by crates for a certain time.
  Players will be able to grab crates for as long as they want, as well as they are able to throw them.

- Behavior towards ghosts:
  Ghosts can not be stunned by crates. Ghosts will be able to grab/hold and throw (telepathically) to help players during their run.

- Behavior towards game difficulty: The more crates are in the ship, the harder it gets to coordinate on the main deck, because the crates will move in your way a lot more. Summarizing this - the more crates, the harder the game.

The Players are able to throw crates off the boat (to decrease difficulty) but they also have the chance to increase difficulty again by fishing crates from the tides.

If you throw crates off the boat, you will get an indicator for losing money. (E.g. you can have an UI or a sound that will make a 'aww' sound, or if you gather crates, you can have a 'ca-tshing' sound).

Corpses:
Corpses can only appear, if a Player died. If the corpse is fished out of the waves, you can resurrect the Player whose corpse it is. *(See 4.4 Players)*

Buckets:
At the steering wheel. You can use them for extinguishing fire during the Fire-Event *(see 4.5, Events).*

Oil Lamp(s):
The Oil Lamp(s) is an untouchable object, which will eventually lead to the Fire-Event happening (see 4.5, Events) and is to be found at/on the bow of the ship. If the lamp drops, the event starts. (Though this is nothing depending on the waves movement but only on the random percentage of the event happening).

Bottles:
Bottles will appear after the drinking event and will not affect the player in any way. They will only add to the chaos and can get kicked or thrown off the boat by the Player.

Cannonballs:
Cannonballs are non-interactable objects during the normal gameflow.
There are enemy-cannonballs, which are fired onto your main deck and will damage it. The direction of the Enemy-Cannonballs will be indicated at the corners of the screen (e.g. imagine like in other party games with split screens, where the icon of other players is shown on the side (Mario Kart))

If these Cannonballs hit the player in their area of damage, the player will get overboard and try to wiggle themselves out of the waves. *(See 4.4, Players for rescuing)*

There will also be Cannonballs that belong to you, which are only interactable / usable during the Pirate-Attack Event. *(See 4.5, Events)*

4.4) Players
Actions:
Players can perform certain actions that will lead to keeping that make them able to function on the ship. These actions will be:

Grab/Set down:
The Player is able to grab and set down interactable objects (crates, planks e.g.) and other Player Characters.

Throw:
The Player is able to throw interactable objects (crates, planks e.g.) and also other Player Characters.

Interact:
The Player is able to interact with the ship's environment and events in certain ways. (e.g. Skill Checks)

Run:
The Player moves around the ship by running.

Get stuck (in holes):
The Player can get stuck in the holes of the damaged tiles of the ship. They can wiggle themselves out of there, or receive help by other crew members.

Get stunned:
The Player will get stunned if they get hit by a crate with a certain speed, they will also get stunned, when they run into another crewmate.

Dying:
The Player will die, when they get thrown overboard (by any reason: e.g. getting thrown by other crew members, getting kicked out from a crate, being hit by a cannonball), but will still have the chance to wiggle and get rescued by others. (*see Fishing*).* The condition for dying is either their stamina goes down to 0% and they drown, or if their characters gets dragged out of the screen by the force of the waves.

Wiggling:
For when the player falls into the water, and they want to get rescued, they have to wiggle (aka. smash O-Button). They have a certain amount of stamina, and if this is down, they will drown. *(see Dying*).* If the saving person fails the skillcheck (see Fishing*) the stamina will continue to sink even further, as the Player has to wiggle again to not drown.

Fishing:
The Player is able to fish/rescue.
By rescuing, they are meant to go to the designated fishing area, throw out the rod and rescue the drowning crew member. They do that by first throwing the rod out, the rod will connect with the drowning member after that, the rescueing Player use the O-Button once more to successfully fish they drowning Player.
All of these steps also count for fishing crates or corpses.

Resurrecting:
The members are able to resurrect each other, when they are able to fish a corpse. You fish the corpse and perform a resurrecting ritual (e.g. mouth to mouth) and the player whose corpse it is, is fully able to join as a normal crewmember again. (They are no longer a ghost as soon as the 'corpse' is 'alive' again)

The player who is most likely to come back is the first one who died, though it is still possible for the others to come back by a smaller percentage of it happening.

How does Resurrection work? -> Player fishes Corpse out of the Ocean (See Fishing*), Corpse lands on the main deck, if they get stuck in a broken tile, you have to grab them first. If the Player now interacts with the corpse, they want to resurrect them with a defibrillator by **mashing the "O-Button".**

Objectives
- Solve Small Events
- Solve Big Events
- Keep as much treasure
- Arrive at the harbor

Environmental Behavior:
Players are able to walk all over the ship, if it is fully repaired. However, they will collide with the following things:

- damaged ship tiles (get thrown over them, walk around it or fall in there)
- crates *(see 4.2, Objects)*
- cannonballs *(see 4.2, Objects)*
- Event-based objects *(see 4.5, Events)*
- Other Players

4.4.1) Routine
There are tasks on the ship for the Players to solve. By solving them, Players are able to gain back the ship's health or prevent it from dropping down even more.

Repair Tasks:
- Repairing the ship (also possible as co-op task)
  For the Player being able to repair the ship there needs to be a damaged tile, you need to grab the resource and then repair it.
- Petting the ship
  For the Player being able to pet the ship, the ship can't be at 100% health

Law and Order Tasks:
- Cannonballs occasionally start rolling around, you have to put them back, as they are faster the crates/more unpredictable and you need them in your cannons.

Additional Tasks:
- Mopping the floor
  For the Players being able to mop the floor there needs to be a dirty spot (e.g. someone threw up. water swooped in there), incentive to clean: If the player doesn't clean it, birds will be in the way or you will slip, which will damage the boat.

4.4.2) Ghosts
When a Player dies, they will be able to come back to the ship as a ghost. There are a couple of things that will change in the way they behave and the way they interact with certain things.

Ghost Behavior:
- They can only grab/throw stuff (and help with tasks in that way)
- They can help with coop tasks (not touching but only by levitating)

4.5) Big Events
There are Big Events happening which Players need to solve as soon as possible, as they make the repairing of the ship almost impossible.

Steer the Ship: (not failable)
- Content: A swirl is occurring and makes the steering wheel go crazy! **One Player has to** run to the steering wheel and hold it, so the ship will come to its stable position again and the Players can progress on their journey.
- Condition for Success: Balancing out the Boat
- Trigger/Lore: Swirl on Sea
- Gameplay: Player 1 reaches for the Steering Wheel by interacting (Press Button), and need to balance the ship out by clicking the button so it stays in the balance-field all of the time.
- UI: Alert-Icon at Location, Button Indication/Player Count, Slider
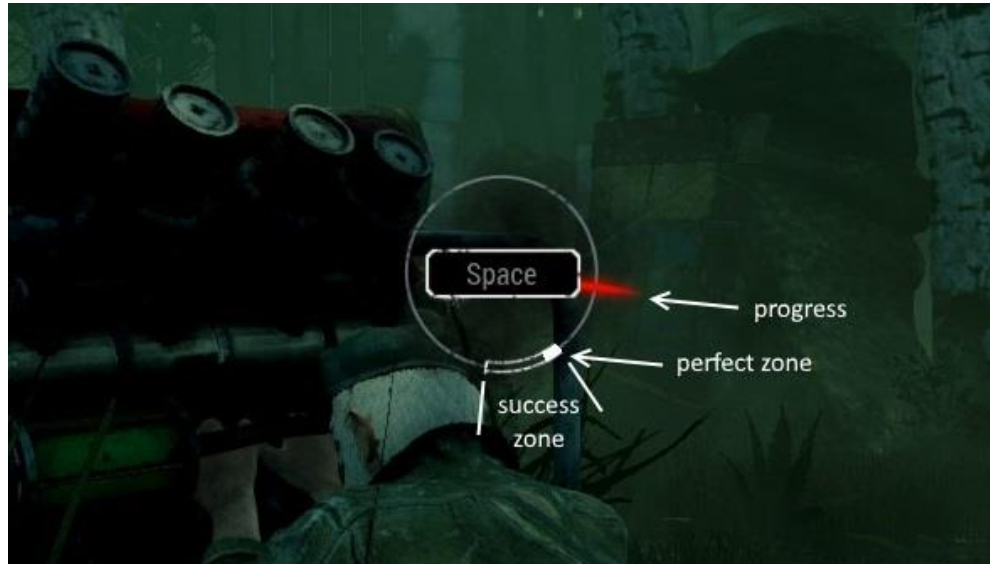
(Inspiration: Dead by Daylight Skillcheck)

Fire:
- Content: A fire will break out and will take over your tiles on the main deck - you need to extinguish the fire as soon as possible, because otherwise the ship's health will drop to 0%.
  Players should grab the buckets and extinguish every tile, because otherwise the fire will spread to the next tile.
- Condition for Success: Extinguishing all of the burning tiles
- Trigger/Lore: Oil Lamp breaks off and clashes on deck

Background: Ships usually have attached lamps, so guess what, they won't tip over, so how about one cannon lands on the lamp, pushes it over and it lands on the first tile in front of the stairs (one side only)

- Gameplay: Grab Buckets from Bow (Should only be intractable during the event, so Players won't accidentally grab them or throw them out, if it's not needed), extinguish the fire by interaction (Button Press), Refill (either bucket despawns in your hands and you grab a new one, OR we need a Refill-Animation, where the Players throws Bucket overboard (with a rope) and refills the bucket with seawater), extinguish again. After the event is over, all burned tiles are also broken and need to be repaired just as the "normal" damaged tiles.
- UI: Alert-Icon at Location, Button Indication (showing if players has the bucket or not and then interacting)
- Extra: All of the broken tiles will still be broken, but unbroken tiles will also break (burned state, you also repair them like normal holes)
- Sails could burn, when Canons are reached, there could be a lot of exlosions and even more fire-sources

Storm/Big Wave
- Content: A big wave will hit your ship and if the crew doesn't want to capsize, you have to balance the ship by running to the correct side. Otherwise it might break apart and the ship's health drops to 0%
- Condition for Success: Balance the Ship
- Trigger/Lore: Storm creates a big wave
- Gameplay: The Players need to run from one side to the other of the ship, to balance it out again (using a joystick to run). It should be harder to walk to the

"upcoming" side, and it is clear where that is, because of the crates' physics. The event works like a pendulum, so at the end e.g., you just separate on two/two and the ship is stable again.

- **UI**: Alert-Icon (on middle of screen, only for short duration), Indication on "Where to Run" (red rectangle/arrows) and visual representation of how the ship moves on a plane, Playcounter on how many there need to be on one side (4 Players)
-

Sea Monster Attack:
- There is an angry monster who threatens to destroy your ship if you don't deliver a synchrone dance.

Pirate Invasion:
- Another pirate ship tries to invade your ship, you have to destroy their ship by shooting cannons and throwing off the enemy-pirates. Otherwise they will destroy your ship.

Siren-Sharks Attack:
- **Content**: The Players hear Siren-Sharks singing in the distance. Their controls (on the controllers) will be changed (inspiration: Wii Party game, where you stand on "twisting platforms' ' and every time your controls are different from before), while they are being pulled towards the railing. Try to not go overboard!
- **Condition for Success**: Survive the Siren-Shark Song
- **Trigger/Lore**: Siren-Shark Songs are occurring, they want to hypnotize the Players, because they intruded their environment
- **Gameplay**: Players hear soft singing for a couple of seconds, then a Shark screams (after that singing continues), and the event gets "triggered", all of the Players have mixed up controls now while getting pulled towards the railing, all of them should now try to reach a safe space! While the event is happening, the walking speed of the characters is decreased.

- UI: Alert-Icon (Singing at bottom of screen), marking the mast + Icon that somehow shows people should grab the mast
- Additional Visuals: Have a purple vignette and "dizzy" waves/visuals (like being drunk/hypnotized)

Octopus Arm Crash:
- Content: A huge octopus arm hits the boat and two or more players have to saw it apart from both sides and get rid of it. As a result, your ship gets damaged and you have to repair it again and it will sink down more and more while the arm is still on the boat and will eventually drown you, if you won't do anything.
- Condition for Success: Saw the octopus arm apart, so you can walk around the ship again
- Trigger/Lore: Octopus strikes out of the sea and puts its arm arm over the ship

- Gameplay: Players stab the Octopus Arm to harm it, when all sides of the Arm are on 0% health, the arm will disappear
  What if all of the Players are locked on one side? (-> You could throw your teammate on the other side!)
  What if a Player was under the arm? (-> If they get hit by the octopus arm, they will get overboard and need to get saved!)
- UI: Alert-Icon at Location, Button Indication

If you solve these events, you will get a cheering sound from an unknown crowd.

<u>BIG END EVENT:</u>
Content: Lenny Crabitz catched up on the journey and is now wanting to rob your treasure, before you reach the harbor. He yells at you for being so mean and leaving him behind, now is your time to fight for your treasure and your life one last time (Final Event).
Condition for Success: Get rid of the enemy pirates/Win against them
Trigger/Lore: Lenny Crabitz catches up on you (Lenny needs to be introduced somehow for this to work)
Gameplay: For the last big Event, a Pirate Ship docks onto yours
 EITHER: Pirates hop onto your ship, trying to steal your crates and you have to throw them off
OR: Pirates are trying to hook your treasure from their ship and you have to grab against it / free your crates
UI: Alert-Icon, Dialogue Field, Button Indication (e.g. Pirate Grab / Crate Grab)

4.6) Events
There are Inconveniences or rather small events happening that will not neccessarily drop the ship's health to zero, but make it a lot harder to keep the ship's health in control.

<u>Mermaid Attack:</u>
- Content: If the mermaid attacks, players have to throw planks or crates at her, so she falls off, as the Players are scared of her. As a result, the ship gets damaged and the players have to repair it as the aftermath of the mermaids attack.
- Condition for Success: Get the Mermaid off the railing
- Trigger/Lore: Mermaid gets angry and jumps on the ship and bites it
- Gameplay: Player needs to throw things at the Mermaid so she lets go of the ship, if she falls back into the water, the repair-routine task continues. (Crates double damage, other damage planks). The Players are afraid of the mermaid, which will be communicated visually and by a stun, if they get too close to her. (Otherwise there will not be a condition to not get rid of her)

- UI: Alert-Icon at Location, Button Indication (Throwing!!), Health Bar for Mermaid

<u>Set Sails (Tacking)</u>
- Content: the Wind is suddenly shifting, and you set your sails right (not a storm, but a shift in the wind)
- Success Condition: you followed the tracking route
- Trigger/Lore: the weather shifts / wind shifts
- Gameplay: Players have to adjust the sails (but how, we don't have ropes right now?)

<u>Scurvy:</u>
- Content: Players get scurvy due to vitamin-c shortage, they can heal from the disease by eating sauerkraut. (WHERE SAUERKRAUT THO, AND HOW SHOULD PEOPLE KNOW?)
- Success Condition: You eat the Sauerkraut
- Trigger/Lore: shortage of vitamin-c (pirate's disease), you would need to see this on the characters bodies (give them red spots)
- Gameplay: Players need to fish the Sauerkraut Chest out of the water?

<u>Cannon Battle:</u>

- Content: another pirate ship sails next to the crew and is offering a friendly battle of cannons. Basically it is said that whoever shoots the most cannonballs in a certain amount of time receives some crates! (if the crew does not have any crates, that is an extra case / maybe get extra dialogue like: oh you poor things, let's do it only for the fun then, or maybe you'll win something!)
- Success Condition: The battle ends
- Trigger/Lore: Just some pirate-bro's wanting to hang out and maybe get some gold for free
- Gameplay: Players have to shoot cannons as fast as possible by pressing a combination of Button-Skill Checks (e.g. hit "X" the right time, hit "O", the right time) and the other Pirate Ship shoots into nothing at the same time, if the crews cannon counter is higher than the other ship they win crates/treasure

- **UI**: Alert-Icon (friendly pirates), Dialogue, Cannon-Indication Icon (and instructions on what to press/skill checks
(They will give you Cannonballs? Or do we have them already?)

Hunger

- **Content**: The crew is hungry! And with nothing in their stomach, they can't continue working. Everyone should try to catch enough fishes for the crew (4 in total)
- **Success Condition**: You did not starve/you fished a fish
- **Trigger/Lore**: Hunger, because there is nothing to eat on your boat
- **Gameplay**: Each Player has to fish and try to catch a fish by the same way they usually rescue other teammates. If they are able to catch a fish *(see 4.4, Fishing)* they can eat it and continue their routine, OR continue (as long as not all of the team members have their fish yet, and give anyone else their fish, until everyone is full

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- **UI**: Alert-Icon (No Food! / Empty Stomach), Fishing-Balcony-Icons (maybe blinking/lighting up)
If they don't solve the hunger issue, they will starve in X-TIME and during starvation will walk a lot slower. (Kind of like the drinking task, but maybe a bit more possible due to the mechanic of fishing already being in the game).

Drinking Party/Thirsty
- **Content**: The crew is thirsty! And sadly there is nothing on board, other than alcohol and they can't drink the salty sea water. So they have to drink the alcohol, to not dehydrate!
- **Success Condition**: Do not dehydrate
- **Trigger/Lore**: Thirsty, as a basic human(oid) need
- **Gameplay**: Grab bottles that roll around the ship, everyone needs to drink one bottle - the result of that is that you eventually will get a little drunk for the next 10 seconds / controls should have less influence? / you may puke and have to clean it up again?

- **UI**: Alert-Icon, Icon over bottles / Interaction Button
  Condition for Logic: Bottles need to roll around the ship and only get interactable during this event (Bucket Logic)

4.7) Control (Players)

Grab: Triangle Button
Occasion: Grabbing a crate, or another player
Set down: X-Button
Occasion; Letting go off a crate or a player
Throw: Triangle Button
Occasion: Throwing a crate or a player
Interact: O-Button
Occasion: Doing tasks, fishing
Run: Left Joystick
Occasion: Moving around the ship
Direction: Right Joystick
Occasion: Coordinating around the ship
Wiggle: Smash O-Button
Occasion: Trying to not drown, wiggling out of a hole from a crate on the main deck
Fishing: Interact by Button (X) , roll Joystick for reeling, hit Button for Skillcheck (O)
Resurrecting: Interact by Button (X) , mash Button for shock (O)

5.) Front End
5.1.) Intro
There is the idea of having a scribbled intro describing the Story Synopsis.

5.2.) Menus
<u>Starting Screen</u>
- Consist of an outside perspective of the moving ship and a 'press X' UI-element

<u>Main Menu</u>
- Consist of an inside perspective of the ship where you should be able to see the characters in a round / sitting together e.g.
- Credits (Wanted Pictures, best Playtesters)
- Settings Buttons (Volume…)

<u>Leaderboard</u>
- List of treasure-records including the amount of points you earned, your rank and your crew name
- Next Round/Back Button