

OVERDEVELOPED!

Foreword:

Welcome to Aman's Game Developeria! Here, we have a saying, "Overdeveloped or not developed!"

You two have been tasked today with running the entire studio by developing games to prevent us from going bankrupt. We understand that this may be a daunting task, but we hope that the pressure will make you shine your brightest!

Floppy Disks

You will receive games in the form of floppy disks from either contractors or the dispenser. Contractors will appear at the design station, and will require you to write a design (see Design Station). The dispenser is a faster, alternative option that gives you pre-written designs, but are not worth as much.

Floppy disks should go through programming, art, and audio before being shipped at the dropbox. These steps can be skipped, if you don't mind missing out on some money. Don't take too long, or your games won't do well!

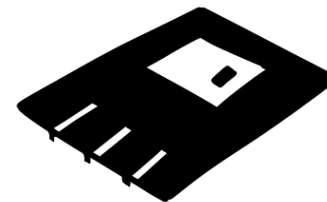


fig 1a. A floppy disk

Design Documents:

These documents determine what your game is about! Here, you can find, in this order, the game's genre, theme, and 3-5 quirky traits that make the game unique!

Possible genres:

Platformer, Shooter, Puzzle, Horror, MMORPG, Adventure, JRPG,

Possible themes:

Exciting, Happy, Calm, Dark, Love, Depression,

Possible quirky traits:

From Scratch, Roots, Earthbound-inspired, Deja vu, Deja vu, Political, Sus, Musa, Original, Aman, Wolvey

Design Station:

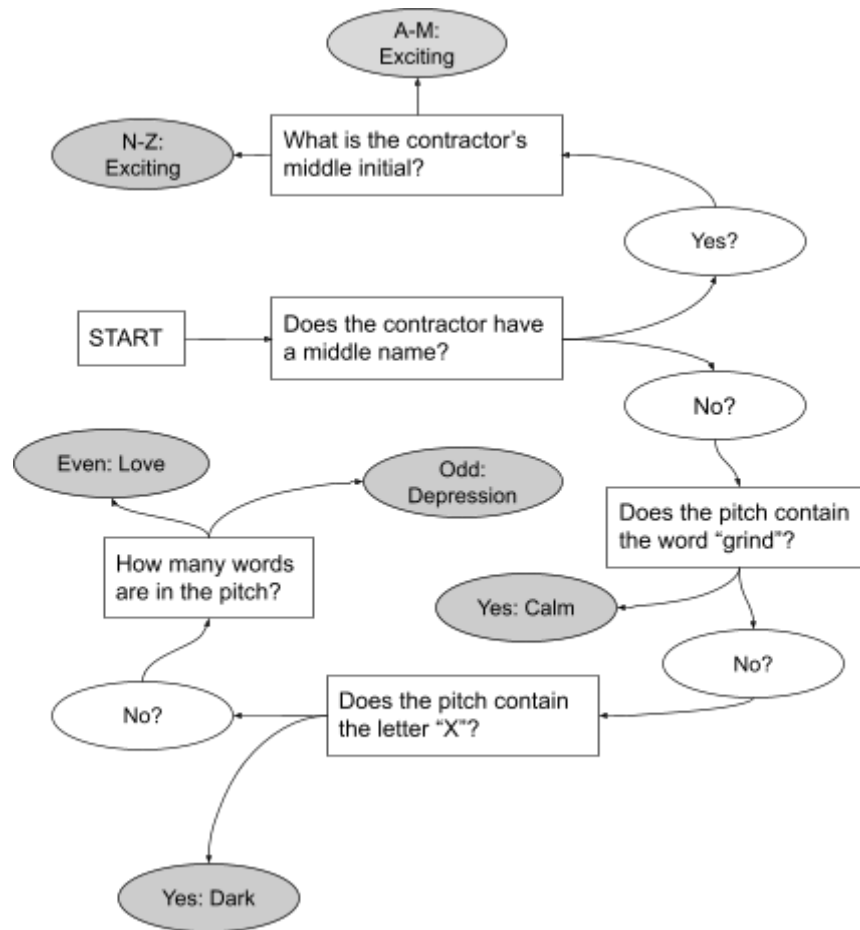
This is where you turn contractors' requests into designs! Better get it right, or everyone else will get it wrong!



Contractors will tell you a pitch for their upcoming indie hit, but what they say may not be what they ACTUALLY want. This guide will help translate their misleading messages into a proper design document!

Genre: Contractors will tell you the genre of the game.

Theme: The theme is always a difficult choice in any game.
This is why Aman's Game Developeria has patented their
version of the Agile Iterative Design Process!



Every game has to have quirky traits to make it stand out!
Contractors will hide their intended traits within their words.
Look at the first letter of each of the first 5 words of the pitch,
and use this helpful table to find out which trait they are
looking for!

Exclude any duplicates.

A, B	From Scratch	O, P	Original
C, D	Roots	Q, R	Aman
E, F	Earthbound-inspired	S, T	Low-Poly
G, H	Deja vu	U, V	Fast-Paced
I, J	Political	W, X	School
K, L	Sus	Y, Z	Deja Vu
M, N	Musa	Misc	Ace Developer Wolvey

Programming Station:

Programming is so easy, even an intern can do it! Good thing we laid off all of those pesky software engineers, because now we have you to program our games!

Simply count the number of traits on the design, and look up the proper code!

	3 or less Traits	4 Traits	5 Traits
Puzzle	↑↑→←←	↑↓←→→	↓←←←←
Horror	↓↑→→→	↓←↓↑↑	←↓↑↑↑
JRPG	→←↓↑↑	→←→→←	↓←←↓↓
Adventure	→↑↓←←	→↑↑↑↑	↑↑↓↑↑
MMORPG	←→↓←←	→↑↑→→	←↓←↓↓
Platformer	→↑→→←	↓↑→↓↓	←→↓←←
Shooter	↑→↓→→	↑←→→←	↓←↑↑↑

Art Station:

With the advent of AI, Aman's Game Developeria has decided to fire all of their artists and replace them with robots! This way, we save costs and time while increasing the quality of our games!

Simply deposit the game into the art station and wait around 15 seconds for it to finish. Our robots will do their job well, as long as the design document's theme is correct!

Audio Station:

Audio is pretty hard when your only tool is a single keyboard and nothing to record it with! Luckily, you won't be penalized as much for failing audio, so feel free to skip it if your deadline is fast approaching!

First, look at the game's genre to determine what modifier should be followed. Then, go through each of the game's quirky traits, in alphabetical order, playing the respective series of notes in sequential order.

Musical series

From Scratch	Whole Half	Original	Half Quarter
Roots	Eighth Eighth	Aman	Half Eighth
Earthbound-inspired	Quarter Whole Quarter	Low-Poly	Quarter Quarter Quarter
Deja vu	Eighth Whole Quarter	Fast-Paced	Quarter
Political	Half Half	School	Eighth
Sus	Whole	Wolvey	Quarter Whole Whole
Musa	Eighth quarter		

Modifiers

Puzzle	Do not play eighth notes.
Platformer	Play normally.
Horror	Only play whole or half notes.
MMORPG	Play normally.
Shooter	Play normally.
Adventure	Replace every whole note with an eighth note.
JRPG	Play the entire sequence in reverse.

Reference:



Whole Note



Half Note



Quarter Note



Eighth Note