Mind Bug Abilities

Slash attacks (creativity) do much more damage than projectile attacks (cooking)
Power: Slash > Projectile
Range: Slash < Projectile
Attacks powered by emotions all have higher attack than neutral

CREATIVITY
- Neutral
  - Use brush as a basic **sword swipe**
  - Functions like a swipe instead of the NES Zelda sword stab
  - Relatively short range
- Happy
  - Brush **slash extends a bit** farther forward
  - **Painting a wall/object** shoots out a **beam of light** from it that **stuns enemies** briefly (Can also **make certain NPCs happy**)
  - **Cooldown for the wall ability maybe?**
  - Possible compromise: Can be charged up to stun enemies when slashed (Also makes certain NPCs happy)
  - Alternate simplified ability (If the previous described ones do not work): The **higher the player's current health**, the **farther the range of the slash**. (Plus NPC happy ability for puzzles)
  - Even more simplified: Slash has **better than average range** (plus puzzle ability)
- Sad
  - **Bubble surrounding player** that **breaks when hit** by enemy (Kinda like bubble powerup from Sonic)
  - **Painting a wall/object** shoots out a **beam of sadness** that **slows enemy movement** briefly
  - **Cooldown for the wall ability maybe?** (Can also **make certain NPCs sad**)
  - Possible compromise: Can be charged up to slow an enemy's movement when slashed (Also makes certain NPCs sad)
  - Alternate simplified ability (If the previous described ones do not work): **Bubble** ability plus **slash extends a bit farther forward**. (Plus NPC sad ability for puzzles)
- Angry
  - Brush slash **pushes enemies back**
  - **Larger attack boost** but **no increase in range**
  - **Painting a wall/object** creates an **explosion in that location**
  - **Cooldown for the wall ability maybe?** (**Damages nearby enemies** and **breaks cracks** in walls)
  - Simplification: Higher attack, no range increase, and can break cracks in walls

LOVE OF COOKING
- Neutral
  - Basic **projectile attack** (bland food)
- Happy
  - **Spread** shot (Can feed **multiple mouths at once**)
- Sad
  - **Boomerang** (Can be used to **grab items and attack**)
  - Does not break/dissipate upon impact
  - Themed around **depression meals**
    (hot dog with american cheese melted on top of it)
- Angry
  - **Spicy** food (**fire** attack)

EXERCISE (STRETCH GOAL)
- Neutral
  - Can pick up certain objects
- Happy
  - Can move faster while holding objects
- Sad
  - Causes player to drop object
- Angry
  - Can pick up larger objects

Puzzle Ideas
- Need to get a tear from an eye
  - Use beam from sad art directed at eye
- Cheering up eye afterwards with happy art gives extra reward
  - Use beam from happy art directed at eye
- Have to feed multiple mouths at once across a gap
  - Spread shot from happy cooking ability
- Someone wants food "with a kick to it"
  - Shoot spicy food
- Grab an item that is across a gap
  - Depression meal boomerang
- Need to get someone angry enough to get rid of an obstacle blocking the way
  (Or they are the obstacle blocking the way and they get angry enough to leave)
  - Use angry art to get them angry
- **(Puzzle rooms will usually contain ways of getting each emotion or there will be a way of getting each emotion somewhere nearby)**

- **Maze puzzle: Create a puzzle where the player needs to navigate through a maze while avoiding obstacles and enemies.**
- **Personality-based obstacle: Create an obstacle that can only be passed by using a specific personality bug's ability. For example, using the cooking bug's boomerang to retrieve a key from a high ledge.(sad)**
- **Pressure Plate puzzle: The player will use a specific emotion to move objects around onto a pressure plate to unlock a door to progress, unlock a new item/power up/emotion. (anger)**

Emotion Behavior
- Player gains emotion after collecting the corresponding emotion bug
  - Replaces current emotion
- Player loses emotion when hit (or when hit a certain number of times?? Not entirely sure yet)
- Can also get rid of emotion with a button press

Expected combat playstyles with each emotion
- <u>Happy:</u> Take on groups of enemies at a time with greater range and spread shot
- <u>Sad:</u> Play more defensively to protect bubble and utilize boomerang
- <u>Angry:</u> Play more aggressively to make up for low range slash

Artstyle Motifs
- Pixel art
- Monochromatic greyscale environments
- Monochromatic emotion bugs (yellow for happy, blue for sad, red for angry)
- Personality bugs have a more diverse color palette
- Interactable elements of the environment are not greyscale
  (like objects and NPCs for puzzles)
- **<u>Empty room mockup:</u>**
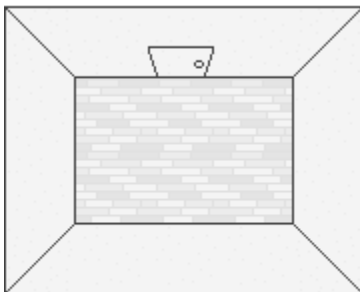
- (**Note:** This room is smaller than the actual planned size of the rooms, it was just created to demonstrate the general look.)

● Also the walls will contain decorations (pictures, posters, etc.) that are not currently added.

Stretch Goals
- Items that increase health capacity
- Exercise personality bug
- Secret collectibles
- **End Boss**
  - A chase sequence where the player must rush down a winding hallway with a series of small rooms that test the abilities the player has been using up to this point.
  - A giant enemy bug is closing in from behind the player
  - If giant bug touches the player, they lose two health points and are placed outside the door before the boss
  - The exit is at the end of the path and the game ends
- **Different background music for each emotion**
  - Neutral: elemental venus - Martin Cee (softmartin) http://dig.ccmixter.org/games
  - Happy: Random Strange Little Tunes - Speck http://dig.ccmixter.org/games
  - Sad: Distant Dreamers - Martijn de Boer (NiGiD) http://dig.ccmixter.org/games
  - Angry: Chronic Sometime - Speck http://dig.ccmixter.org/games

Player Base Design

Emotion variations

Previous Drafts:

 (From left to right: Angry, Happy) - **First draft**
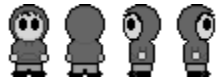
 (From left to right: Angry, Happy) - **Second draft**

Current Draft:

(From top to bottom: Sad, Angry, Happy) - **Third draft (minor hair and shading adjustments)**

Brush slash

Cooking Ability

Food Projectiles

(SAD: Depression meal)

(ANGRY: Spicy chicken)

(HAPPY: Pancake)

Emotion Bugs

 (From left to right: Sad, Angry, Happy)

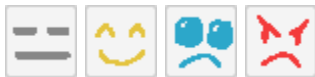**Personality Bugs**

 (From left to right: Creativity, Cooking)

Health Bug

ENEMY BUGS

Blank Canvas for each emotion

Painted Canvas

Hungry Masks?

 (Left to right: Neutral, Happy)

Fed Masks

Breakable Wall Tile

Web Gate

Furniture

(Bed)　　　(Table)　　　(Empty table)　　　(Cardboard box)

Stuff on the floor

(shirt)　　　(paper)
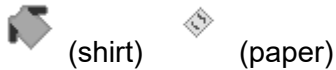
GAME JUICE
- ~~Bugs also flash when hit with projectiles~~
- Have bugs stay in place until player enters the room, then they wander randomly until the player enters their line of sight
- Maybe also have a visual damage thing for the player
- ~~Actual secret item that counts toward a secret total at the end of the game~~
- ~~Either give angry food a shorter range but higher attack, or have the angry food add passive burning damage~~

Notes
- Leaning towards the more simplified abilities just to make it easier to implement and create sprites for under the time constraints
- Want to have at least one puzzle / explicit application for each ability
- I'm not expecting the stretch goals to be met, it's just like further ideas I had to expand what we have here
- Feel free to add onto anything that's been written here!
- Also feel free to provide any feedback to what's here!
- I still have to do the animations for player movement, attacks, etc. so hopefully that doesn't delay anything, but I will get those done as soon as I can!

Level ideas

1. Pressure plate level, have 3 enemies that drop pressure plate that you have to push to unlock the next level.

2. A level where you have to defeat a few enemies but ur was controls are inverted so up is down and left is right… vice versa.

3. A kind of Demi-boss level for like a bigger ant with much more health.

4. A level where you face a copy of yourself or like a base version of yourself or something

5. A live where there are areas where the player moves slower, sort of like a quicksand

6. A maze level where there is a simple maze. A timer starts when the player enters the level.