

①

SETUP TEXT
(explains plot set up)

White text

black background

②

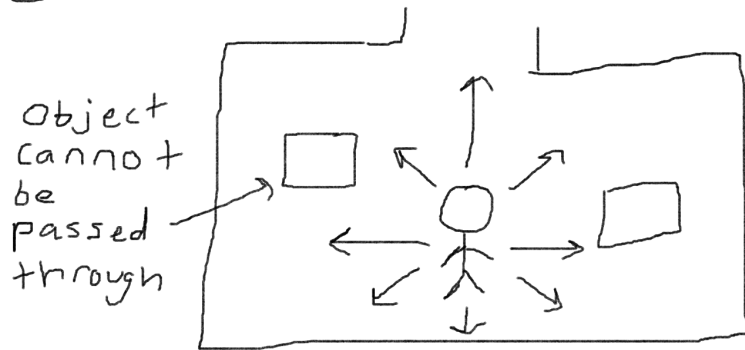
this
but all
over

mind bugs
crawling
out

Picture ↗
displayed



③



object
cannot
be
passed
through

Movement

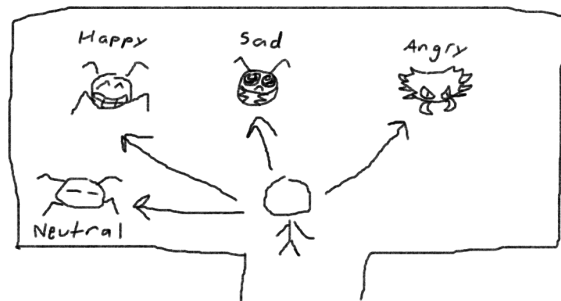
④

Brush
Slash
unlocked!



Collect Creativity Bug

⑤



Collect emotion bug

⑥

Player State

Neutral



Happy



Sad



Angry



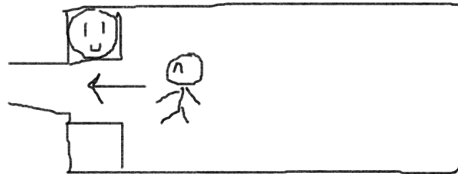
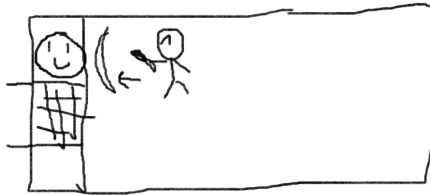
Brush Slash

⑦

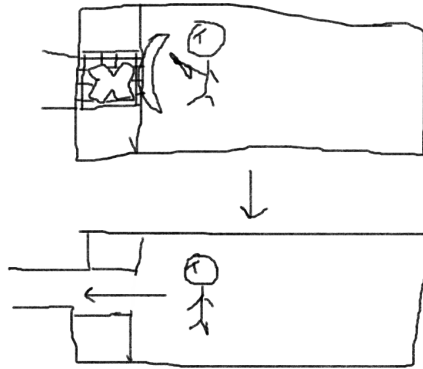
Enemy



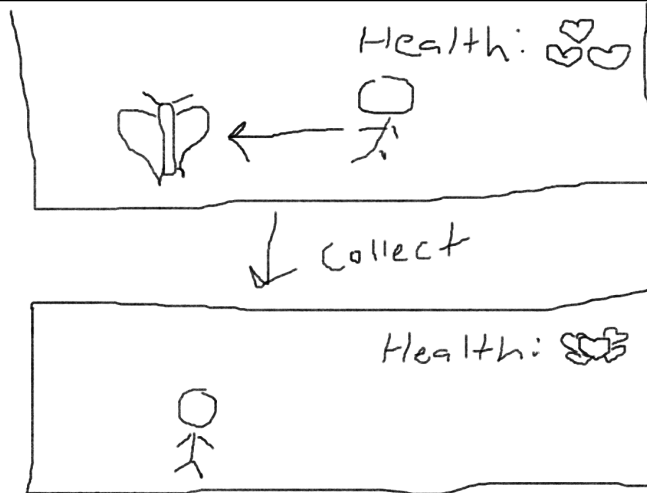
⑧



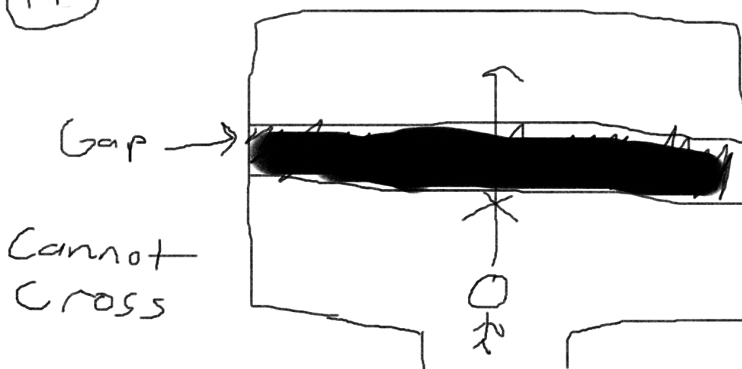
9



10



11



12

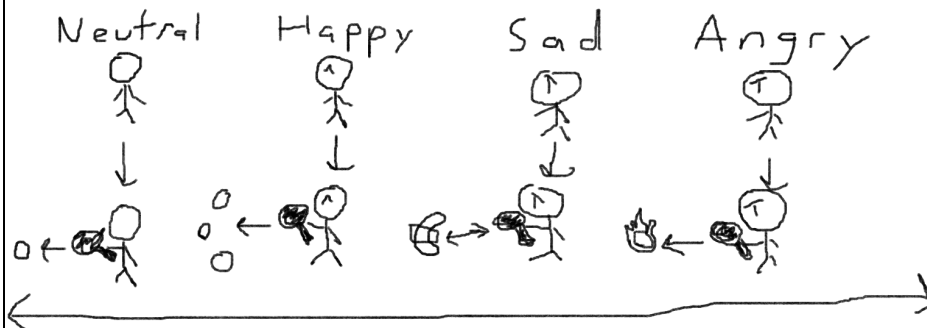
Food
projectile
unlocked



Collect Cooking Bug

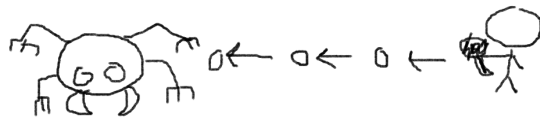
13

Player State

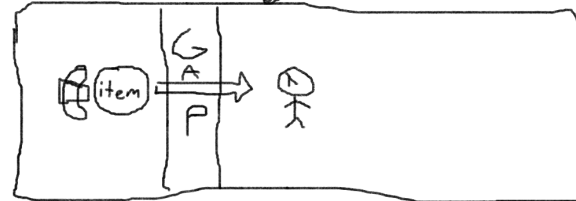
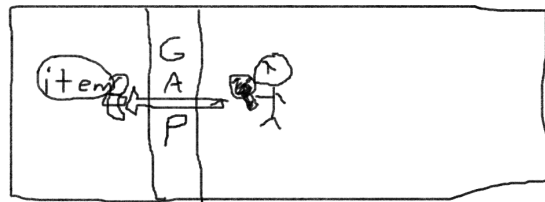


Food Projectile

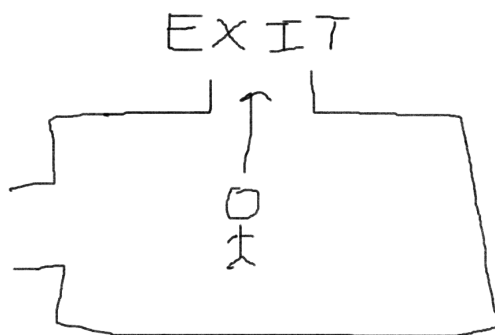
14



15



16



End Goal : Find Exit

Main Player Actions

- 8-directional movement (Frame 3)
- Brush slash attack/ability (Frame 4)
- Change player's emotion state by collecting a corresponding emotion bug (Frame 5)
- Brush slash is modified depending on the player's emotion state (Frame 6)
- Collect a health bug in order to fully replenish health (Frame 10)
- Food projectile attack/ability (Frame 12)
- Food projectile is modified depending on the player's emotion state (Frame 13)

Main things that the player uses their actions in response to

- Immovable objects that the player uses their movement to navigate around (Frame 3)
- Impassible gaps that the player uses their movement to navigate around (Frame 11)
- Enemies the player can attack and defeat using brush slash and/or food projectile abilities (Frame 7 and 14)
- Emotion blocks the player can activate with a brush slash of the matching emotion in order to unlock gates blocking the way (Frame 8)
- Certain obstacles the player can break using the brush slash when angry (Frame 9)
- Items that the player can grab from a distance (including across gaps) using the hot dog boomerang food projectile that is available when sad (Frame 15)

Game Description

do you mind bugs is a game about understanding and embracing your emotions by channeling them into the things/activities you love. The player comes to understand this theme through play by how the player's emotional state determines the properties and capabilities of the player's current abilities, and each of these abilities are themed around aspects of the protagonist's personality that are related to their interests. Each emotional state has its own unique combat and puzzle utility that the player needs to understand and learn to use properly in order to progress through each room of the apartment dungeon. No emotion is presented as inherently bad or detrimental, with even anger serving an important purpose despite being widely seen as a detrimental emotion. When properly channeled, each emotion is useful for overcoming the challenges of the dungeon in their own way.

This game is a reimplementaion of the top-down dungeon-crawling gameplay from *The Legend of Zelda* series. The purpose of dungeons in Zelda games is typically

to obtain a new item that expands the player's abilities and to obtain one of a set of key story items that progresses the game's overarching narrative. In this game, the dungeon makes up the entirety of the gameplay, which focuses the game's overall progression and narrative on the player's journey through the dungeon itself, rather than a means to a greater end. Instead of going on a grand world-saving quest, the protagonist finds themselves on a smaller-scale journey to save themselves from their current situation, which places the narrative on a more personal level with more personal stakes. The abilities that the player gains, rather than being themed around tools and fantasy weapons like in *Zelda* games, are themed around the protagonist's personality, interests, and emotions, which further contributes to that personal feeling, servicing a more introspective theme.

The main theme of *do you mind bugs* is conveyed using both alternative and expansive elements. The alternative aspect is seen in how the game takes place in a very unusual representational setting of apartment rooms that are inexplicably connected to one another. Having the conflict and gameplay take place within a living space rather than a traditional fantasy setting fits the theme and narrative of the game because the home is where people are most often alone with their thoughts and emotions, which is the perfect setting and space for gameplay that involves bug versions of these concepts. The expansive aspect can be seen in how the game's abilities are represented by and related to bugs that make up the protagonist's personality and emotions, which provides greater metaphorical meaning to abilities that would simply be a means to an end in any other dungeon-crawling game. Using the brush slash ability in the happy emotional state is not just an instance of an ability being enhanced, but is also conveying that the protagonist is channeling their happy emotions into their creativity in order to overcome the challenges that they are facing.