

Fruit Salad: Banana-man's Rampage

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Game Overview

The Pitch

Enraged by the city council, a banana takes the law into his own hands and rampages the town with his souped up bulldozer.

Concept

The goal is to create a demo of a level where a player can have a high jinks type fun destroying stuff with a vehicle.

Game Structure

There is one level of a town with destructible buildings and fleeing NPCs. The player drives a bulldozer and destroys both the buildings and NPCs with it while a timer runs down to zero. Once the timer is zero then the game ends.

Player

This is a one player game where the player drives a bulldozer.

Action

A player can drive a bulldozer and crash into buildings giving them damage. A building with enough damage can then crumble. NPCs will flee from the bulldozer and can be runned over by the player.

Objective

The objective is for the player to destroy a set selection of buildings within the level during a set time period.

Genre

There are two main genres for this game: vehicle combat and destructible environment.

Platform

This game is made for PC gaming. Windows and Linux.

Concept Art

Game Mechanics

Core Game Play

The player is in control of a bulldozer that is moved by the player to destroy the environment. The player is combating the town's buildings by using the bulldozer. There are certain buildings that must be destroyed in a set time period to get the good ending. If this is not accomplished then the player will get the bad ending. A timer is counting down to zero at the beginning of the play level.

During this destruction, AI characters called Fruitopians are running away from the player. The player has the option of destroying these characters for an increase to their score. As the player's score increases, the timer will also increase with total time. There is a range of increases in time depending on the score level.

There are buildings also in the level that are not a main target for the player. The player also has the option to destroy these buildings for an increase in score level. The player must use some strategy in what their goals are for playing the level. If they take too long and destroy unnecessary buildings and Fruitopians then they will not be able to achieve winning conditions. If they just focus on target buildings then they will have less time to work with and increase the chance that they will run out of time.

Once the timer hits zero then gameplay will end and an ending will be initiated. The type of ending depends if all selected buildings in the level are destroyed.

Game Flow

A typical playthrough will normally be linear. A player will take a bulldozer and bulldoze a list of specific buildings in the town in a set limited amount of time. While navigating through the town, they will encounter two things: the buildings, NPC characters. The player will have the option to bulldoze either one. Once the timer hits zero then the level is over and the player will not be able to advance in the level. A tally will be counted to see if all selected buildings within the level have been destroyed and an ending will be given according to that.

A good ending will be given if all selected buildings are destroyed and a bad endings if not.

A player will then have the option to play the level again or quit the game.

Characters

Banana-man

The main character of our story and the one that is sitting in the bulldozer while the player drives it. He's angered by the perceived injustices given to him by the city council and seeks revenge against them by destroying town property to hurt them financially. He doesn't care if anybody gets hurt in the process since the town dwellers are part of the town thus part of the problem. He particularly hates the city council president since the president is the head honcho that made all the decisions towards the trouble he's been having with the council.

Banana-mom

The main character's mom. The player meets her during a dialogue cutscene while destroying the town. She's an old banana that's a bit oblivious to her son's plight, but tries to understand the best she can.

Banana-dog

Banana-man's dog that lives with Banana-mom. He's recently moved in with her after Banana-man was having trouble with the city council complaining about him. He's a good boy and misses his owner. He makes a short appearance with the conversation Banana-man and Banana-mom has.

Police Chief Hamlin

He's just an orange trying to do his job. He doesn't understand why any of the plot is happening and is trying to stop Banana-man from destroying Fruitopia. Your stereotypical coffee, donut eating cop.

City Council President Malus

The president of the Fruitopian City Council. He's the one who sets their agenda. Lately, he's paying attention to Banana-man with violating some city council rules and has been on him about it. Quite a lot. He has a shrew and conniving nature. Knows everything about everyone in town or so he thinks.

Game Play Elements

World

The playing world is one medium sized map containing a town called Fruitopia. There is a highway that goes through it. Think of this town as one you would find in bum fuck nowhere when you're traveling to another place. It's a rather large town though with suburbs, a library, a police station, shops, and other facilities commonly seen in an area like this. There are regular

concrete roads that cars can use to travel through this town. There are some height map differences in areas because part of the town is on a large hill area. The player can drive on grass, concrete, and incline up to the higher area of the map.

Buildings

There are a number of buildings in this game. Each building has their own importance when it comes to game play. There are a set number of designated building targets such as the library and police station, city council buildings, that the player will target. Other buildings are there to increase your score like a random suburban house or a grocery store. It is possible to damage all buildings and with enough damage, destroy them.

Fruitopians

These are the citizens of Fruitopia, the NPCs. They consist of random fruits such as Apples, Pears, Berries, Oranges, and Bananas. They occupy various places within the town and its buildings. They are extremely fearful of Banana-man's bulldozer and will flee if it comes near their proximity. They serve as a comedic element to game play. The player has the choice of running them over and making 'fruit salad' with their corpses.

Bulldozer

This is the main vehicle the player uses in the game. It is capable of your usual car movement, but can also use its blade to shovel into buildings and cause them damage. It is a very strong, but slow vehicle.

Game Physics

The player will experience basic vehicle physics with the bulldozer. The buildings will crack and shatter to pieces with enough force applied to them.

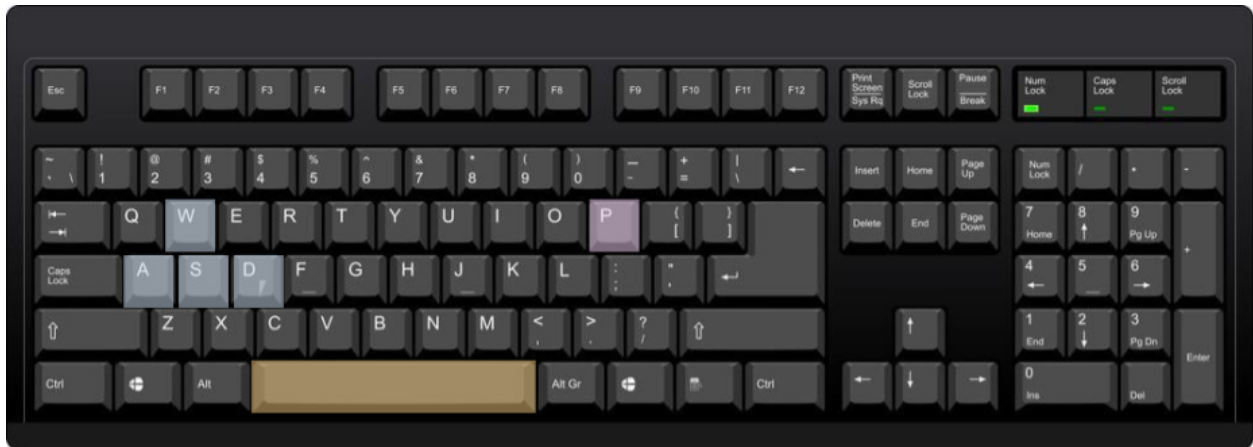
Artificial Intelligence

The AI components for this game will be for the Fruitopians. They will have to be able to flee from their position, be it an outside or an inside one, and keep away from the player driving the bulldozer. They will detect the bulldozer from a radial presence then if they are inside a building, leave the building. Once outside or starting from an outside position, they will run away from the player. Once a certain distance away from the player then they will despawn from the level. There is also the possibility of them being runned over by the bulldozer. If this happens then a death sequence will occur.

Behavior trees will be the structure used in creating this AI for Fruitopian characters.

Player Controls

A keyboard and mouse is used for player controls.



W = Move Bulldozer North

A = Move Bulldozer South

S = Move Bulldozer East

D = Move Bulldozer West

P = Pause Menu

Spacebar = Hard Bulldozer Break

Right Mouse Button = Move Bulldozer Blade Up or Down (opposite of current)

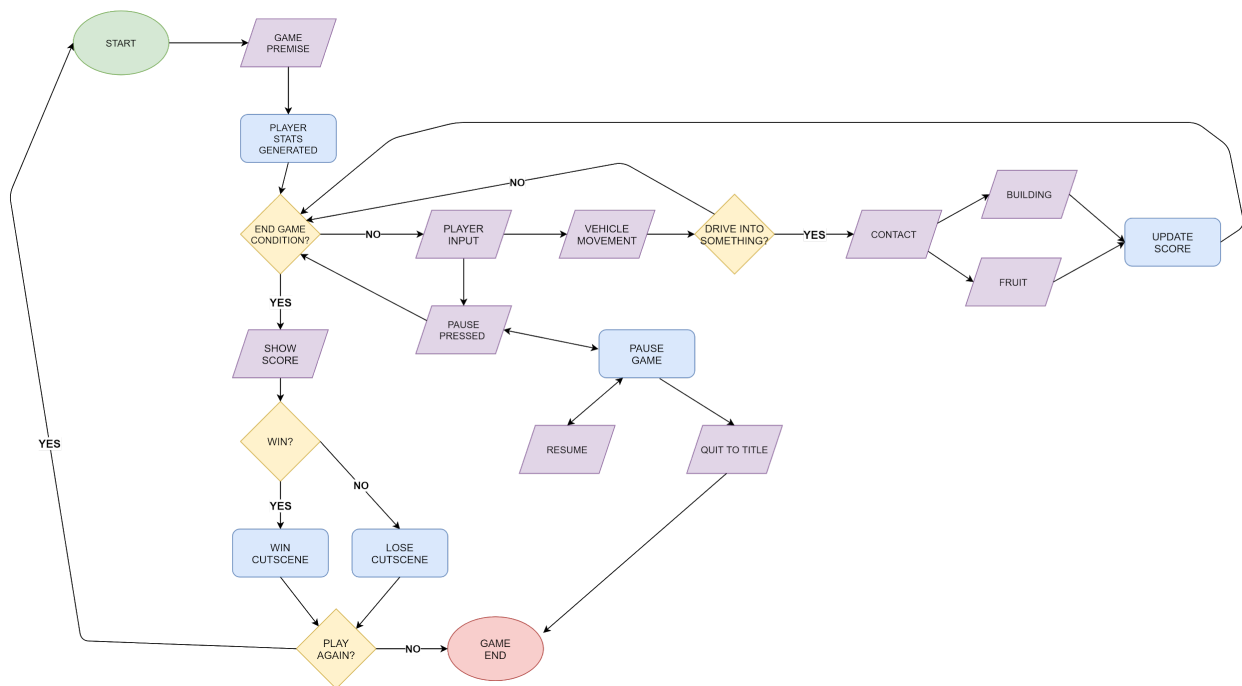


A mouse is used to change camera rotation.

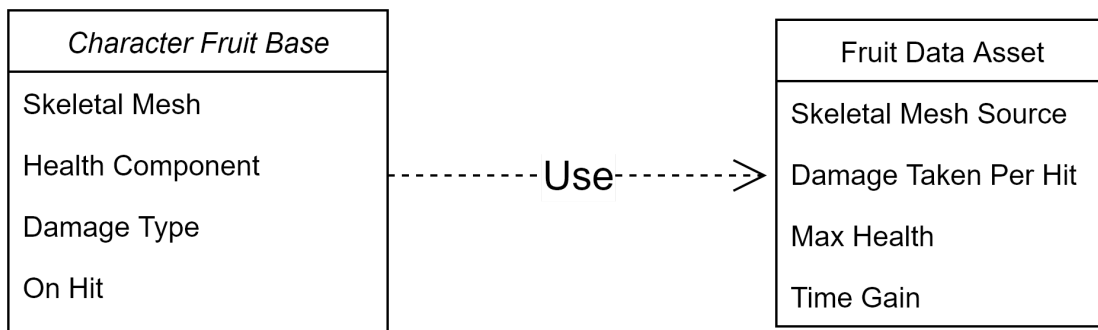
Interface

Flow Charts

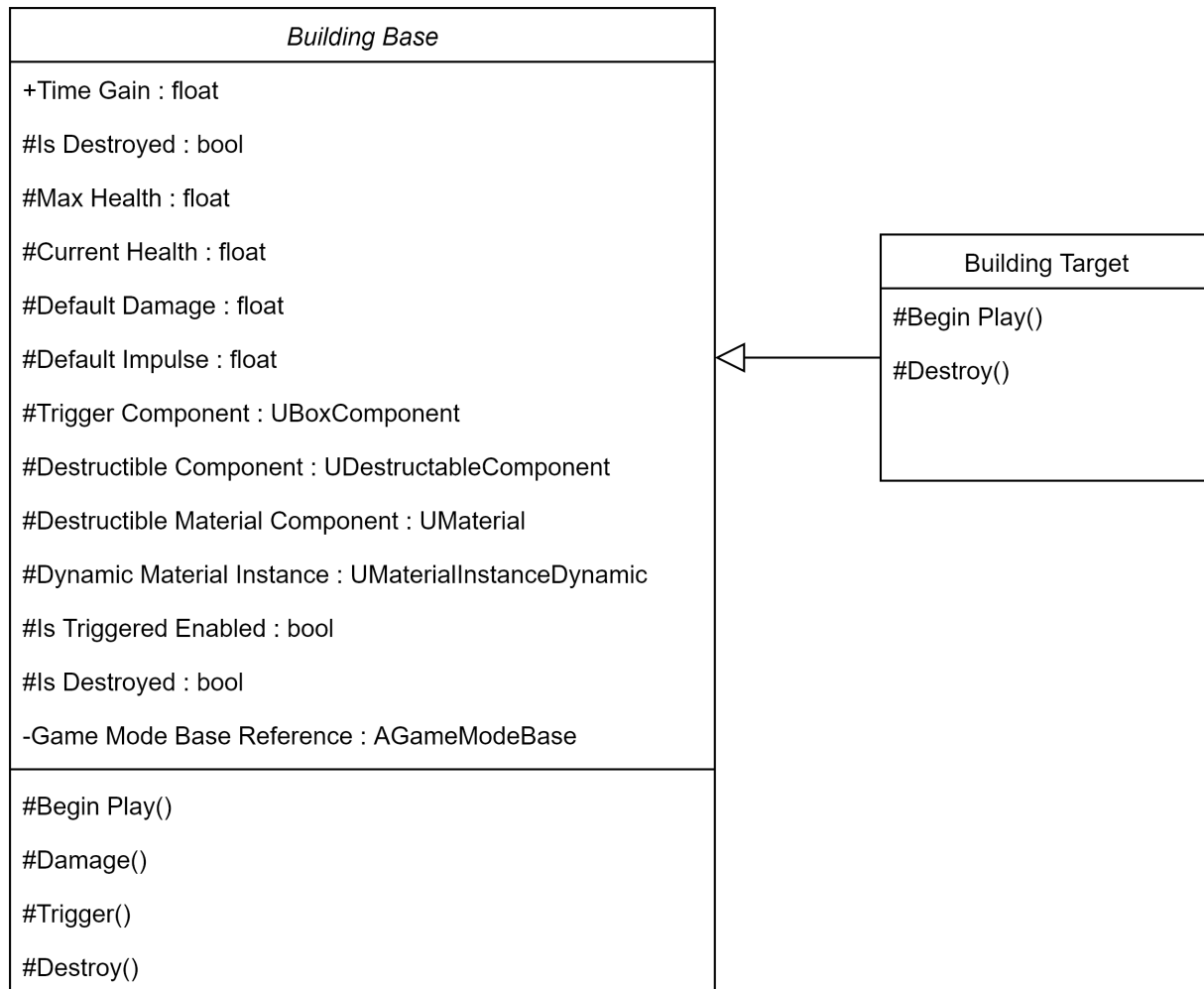
Game Loop



Fruit Relationship UML



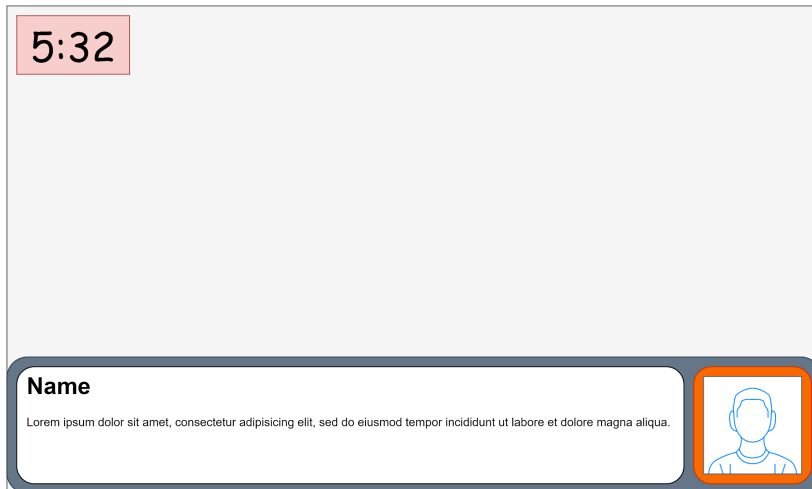
Building Relationship UML



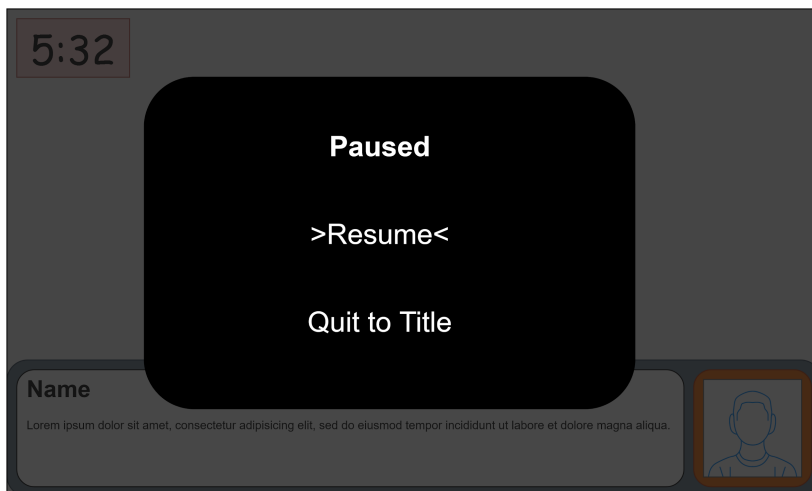
Mock Up Screens

Here are some mock ups for various gameplay states for the game. These mockups are not final versions.

Dialogue



Pause



Art and Video

Here is the explanation of what art is being used for and where they come from.

Assets

Buildings and Roads:

Synty Studios - <https://www.syntystudios.com/>

Apple:

Baria CG 3D Assets - <https://bariacg.com/product/apple/>

Banana:

Baria CG 3D Assets - <https://bariacg.com/product/banana-2/>

Orange:

Baria CG 3D Assets - <https://bariacg.com/product/orange/>

Berry:

Noker - <https://www.cgtrader.com/free-3d-models/food/fruit/blueberry-bowl>

Grass:

Fruit Icons:

Salinee Pimpakun - <https://www.iconfinder.com/aomam.ss>

Font:

Sideshow - <https://fonts.google.com/specimen/Creepster>

Tepid Monkey Fonts - <https://www.1001fonts.com/abscissa-font.html>

Sound and Music

Here is the explanation of what music and sound clips are being used for and where they come from.

Story

Beginning:

We start with Banana-man sitting in his bulldozer overlooking the neighborhood. It's early morning and sunset. Banana-man is on the phone talking to his mom and explains that he can't take it anymore and will destroy the town that has caused him pain and suffering. He goes on to explain that the city council and its president have been bullying him for years. About his house, his yard, his banana-dog. He has since gotten a bulldozer from his work and has modified it to be a 'battle-dozer'. Banana-man explains that he has plans to bulldoze the town targeting the city buildings in particular. If there are fatalities then so be it. He tells himself that he has about a day to get everything done before the Fruitopian military arrives to stop him.

Middle:

Banana-man has been accomplishing his goal of destroying and rampaging the town. Many buildings have been destroyed and many fruits have been killed. Time is running out as Banana-man approaches the last few city buildings and then gets a call from Banana-mom. Banana-mom pleads for him to give himself up to the police and that she understands he's in pain. Banana-dog enters the phone conversation to make sad whining noises. Banana-man ignores them both, tells him that he loves him, but he has a job to do. He continues the rampage.

End:

By the end of the day, the Fruitopian military arrives and corners Banana-man. He is still in the bulldozer. There are two options for Banana-man: turn himself in or banana peel himself.

If you destroy all the buildings within the time limit then Banana-man turns himself in to the military. An explanation of events will take place: Banana-man is sent to prison, we find out the cost of the destruction, then we fade to black.

If you don't destroy all the buildings then when the military surrounds Banana-man, a zipper sound is heard and one of the soldiers looks into the bulldozer. The soldier yells out that he's banana peeled himself then we find out the cost of the destruction then fade to black.

Level Overview

Market Analysis

Bibliography
