UNIVERSITY OF TEESSIDE

SCHOOL OF COMPUTING

Interactive Animation (MUL1063)

Joker's Escape

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Reader: Carol Mooney

Submission Date: 19th November 2015

CONTENTS

1. INTRODUCTION

This report shows the initial design of a flash game we have to create as part of my ICA, inside this document will have my initial research and first concepts about the game and how I want it to be. Also during the design period I had mini presentations that I gave and received critiques that can help me improve my game if I choose to use their feedback. I will also go over the different considerations that legal and ethics took a part when designing this game.

2. RESEARCH

With my research I looked towards different Batman games to get a feel for the genre and how The Joker, I started off with the Arkham franchise as these are very popular in the Batman universe, The first game I played was Arkham Asylum as this helped me design the game and how I want the game to look and feel like.

Arkham Asylum had the biggest impact of the game on me because this was the game that instantly came to my mind when I was coming up with a concept.

I also took inspiration from Batman Arkham Origins because this was the game that best showed Joker for who he is, a smart man but who is also mentally ill. Arkham Origins helped me define how The Joker would escape a situation.

I also took inspiration from Christopher Nolan's Batman: Dark Knight which saw Heath Ledger play the dark prince of crime. I used the way The Joker dressed in my game

3. GAME DESCRIPTION

The game is going to be set inside Arkham Asylum and you have control over The Joker, he has just recently been imprisoned and he needs to escape. You will help him escape by completing 3 different minigames that help the story progress.

Design Decisions

I was going to use Harley Quinn (who is The Joker's accomplice) at first but she is not known for mass killing police officers or escaping prison (you can find out more about her below), this is why I decided to use The Joker as the main protagonist, also my first concept of the game had Batman as the main protagonist but I decided to go for a villain based game.

I choose escaping the asylum because I thought it would be a good concept for a game because they won't be many games around that focus on escaping prison.

The colour scheme is based on colours associated with The Joker and also I used a texture of an old wall to give the game some aesthetic being that the game is set in an old building.

4. MILESTONE PRESENTATION 1

For our first presentation we had to complete a planning document (Appendix A) and also a moodboard (Appendix B) and show three peers our initial designs the three people I was in a group with was Sean Lavender and Ryan Gleed below you will see the critiques I gave to them and what they said about mine

Critiques Given

sean lavender
Posted by SEAN LAVENDER at Monday, 19 October 2015 13:56:53

Attached Files:
moodboard.psd(81377.5kb)
moodboard.jpg(8788.4kb)

Comments: 2 New   Comment

ALEX WATSON said...
Thursday, 22 October 2015 09:34:00 o'clock BST

He has a really good concept of a story and knows how the puzzles will help the story flow and progress, Has a clear idea of the age group he is targeting and knows how challenging the puzzles will be. The moodboard is good and shows clearly how the game will look

RYAN GLEED said... New
Wednesday, 18 November 2015 01:17:30 o'clock GMT

I really like your style of design for this game, pixel art also seems a smart choice for the types of puzzles you are planning to use in your game. I also like how avatar changes when he uses his different elements.

Ryan Gleed / Planning Doc & Moodboards
Posted by RYAN GLEED at Monday, 19 October 2015 12:24:17

Attached Files:
Steampunkfonts.pdf(30059.9kb)
MoodboardImagesSteampunk.pdf(44322.4kb)
Interactive Animation ICA Planning Document.docx(13.8kb)

Comments: 2   Comment

SEAN LAVENDER said...
Monday, 19 October 2015 12:57:34 o'clock BST

i believe you will produce a really good animated game,i think there is nothing that you will have to change because you have a solid understanding off what you want to do, once i can see your storyboards i will give a detailed evaluation.

ALEX WATSON said...
Monday, 19 October 2015 12:57:52 o'clock BST

It is a really good concept of a story with the games helping the story progress further, the age group is a bit broad at the moment and could do with being set. He has a really good moodboard with good use of fonts and images to help you get a idea of what the game will look like. He had sketches showing the puzzle ideas that he had.

Critiques Received

Ryan said that on my games I should make the user go back to the first game as if the character was put back into prison which was some good feedback that I considered for a while although it would make the game a little more realistic, it would also be more annoying doing the puzzles every time you fail one task.

5. MILESTONE PRESENTATION 2

The second presentation was again in groups of three but this time we had to show our storyboards and wireframes that we designed. This time Francesca Zealley and Thomas Gartland were the two peers I presented to and below are the screenshots of the peers critiques and critiques I gave to them

Critiques Given

Critiques Received

Francesca mentioned in her feedback about including a mute button in my game as my application will include lots of sounds which the user might get tired of listening too, at first I was only going to include this on the main title screen but after a bit of thought I am deciding to include this on all of the screens. Both of the peers thought that including a radio as user feedback is a good feature as it relates to the game theme and also give the user a small break in-between each game.

6. LEGAL & ETHICAL CONSIDERATIONS

The main legal issue I will encounter is using the characters names and appearances with this I will have to ask DC Comics and Warner Brothers to use these also with the sounds like the Joker laugh and also the theme tunes used in the animated series and The Dark Knight. I would also need to ask these companies to use the name Arkham Asylum as this is a part of their product.

The fonts I have chosen are free to use for personal use but if you are using them and making a profit from it I would need to ask permission to use the fonts from the creators, but this project will not earn any revenue.

REFERENCES

Characters:

Batman (2015) Available at: http://batman.wikia.com/wiki/Batman (Accessed: 19 November 2015).

The Joker (2015) Available at: http://batman.wikia.com/wiki/The_Joker (Accessed: 19 November 2015).

Harley Quinn (no date) Available at: http://batman.wikia.com/wiki/Harley_Quinn (Accessed: 16 November 2015).

Images:

(no date) Available at: http://vignette4.wikia.nocookie.net/arkhamcity/images/0/01/Joker_ArkhamOrigins.jpg/revision/latest?cb=20130922015731 (Accessed: 16 November 2015).

(no date) Available at: http://vignette3.wikia.nocookie.net/arkhamcity/images/2/2a/RiddlerCellOriginal.jpg/revision/latest?cb=20111031114123 (Accessed: 16 November 2015).

(no date) Available at: http://www.flickeringmyth.com/wp-content/uploads/2015/06/batman_pc_physx_14.jpg (Accessed: 16 November 2015).

(no date) Available at: http://www.lmt-lss.com/wp-content/uploads/2015/07/Image22.jpg (Accessed: 16 November 2015).

Media:

The Dark Knight (2008) Directed by Christopher Nolan
Batman: Arkham Asylum (Rocksteady Studios, 2009)
Batman: Arkham Origins (Rocksteady Studios, 2013)

APPENDIX A – PLANNING DOCUMENT

Interactive Animation ICA Planning Document

Name: Joker: Escape Arkham
Topic of animated narrative (story):   The joker has just been imprisoned by Batman after Jokers last events in Gotham. But how long will he stay inside for?   Complete 3 minigames to help him escape.   Age Group Teens+
Introductory screen content: Menu of Arkham Asylum gates with Start, Mute, Exit and how to play buttons
Puzzle 1 description: A guard has just entered Jokers room for a routine check in his cell, The joker has killed the police officer and his keys have fell somewhere in his room, you must move objects around looking for the key for the garage and also a gun   Upon completion an image of a radio will appear with police officers requesting backup.   *Puzzle 1 uses find an object*
Puzzle 2 description: N ow that joker has found the key he now needs to get to the garage to steal a police car, by using the arrow keys you must walk around the arkham halls while also avoiding guards, if a guard sees you, you can shoot them with the gun you found in the last room but there is not a lot of bullets left inside the gun so use them wisely.   Upon completion the radio will appear again but this time it is asking for Batman to come and help stop the joker escaping.   *Puzzle 2 uses keyboard navigation and click*
Puzzle 3 description: Now that joker has escaped the asylum he now needs to avoid batman and his batmobile this will be an obstacle race, if the batmobile overtakes you the player will lose once the player has reached a certain point the game will end with a newspaper clipping stating joker has escaped and is on a killing spree around gotham   *Puzzle 3 keyboard navigation*
Navigation: Every puzzle will have a next button once the user has completed the puzzle and also a return to menu button, and a mute button to stop sound from playing
Instructions and feedback for the player: Before each puzzle they will be a notice explaining to the player how to play this game and what they need to do also at the end will be screens confirming that they have successfully completed the task

Sound: "Why So Serious?" by Hans Zimmer & James Newton Howard - Main Menu Joker's Laugh - Troy Baker - Radio Screen "Gotham City Overture" by Shirley Walker - Radio Screen
Scoring:

APPENDIX B - MOODBOARD

Fonts

ANOTHERAMERICA
Diediedie
FRIDAY NIGHT

Name Ideas
Jokers Escape
Batman: The Mad House
Assualt on Arkham

Colour Scheme

#ba00ff   #ba0031   #557d07

Background

Referance Images
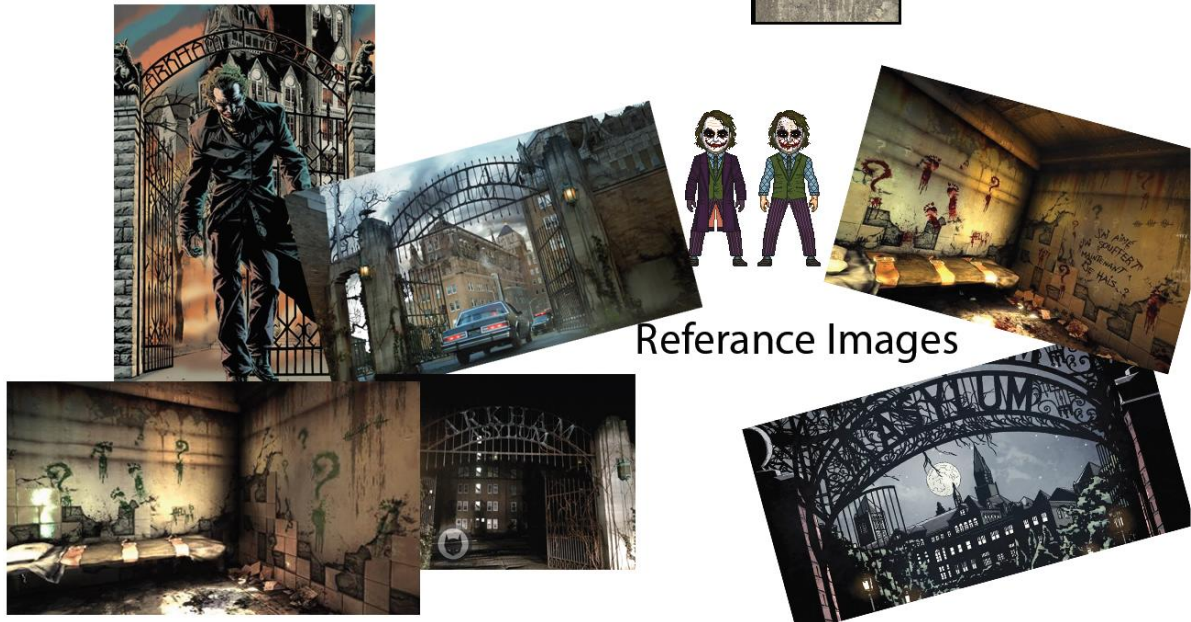
APPENDIX C - WIREFRAMES

Project Name: Jokers Escape

By: Alex Watson

Date: 26th Oct 2015

Menu screen of Arkham Gates with Start, Quit and Mute buttons
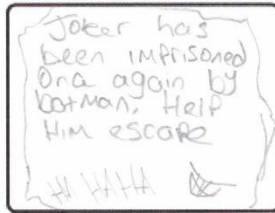
Story told on wall with Joker like images around
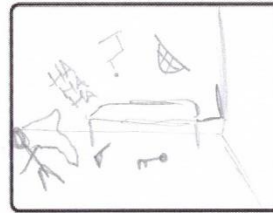
Puzzle 1: Find the key + Gun in Jokers Cell MOUSE Click
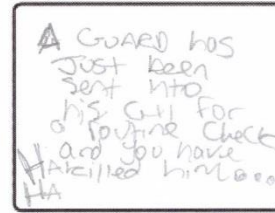
A guard has been sent to check on you + you killed him but the gun + key Fell somewhere
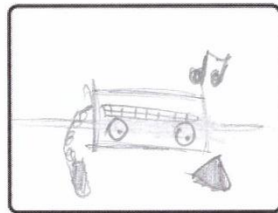
"Warning the joker is escaping need back up Immediatly"
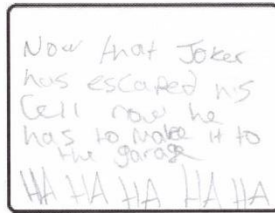
Story Progresses by Wall Showing text
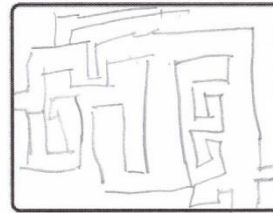
Puzzle 2: Maze game use Arrow keys to navigate and avoid guards
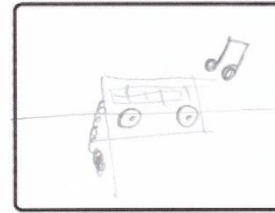
"Joker has escaped and has got a police car Call BATMAN"

Project Name: Jokers Escape

By: Alex Watson

Date: 26th Oct 2015

The Police have Called batman for help, escape the Police and him HA HA HA HA
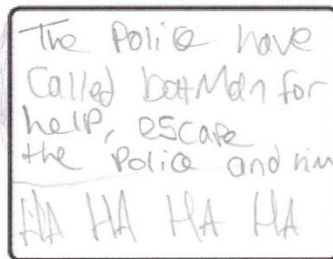
Story being told on wall

Score:????
←You

Puzzle 3. Car chase Police are coming at you avoid them us arrow keys

GOTHAM News 25¢
JOKER ESCAPES
killed hundreds
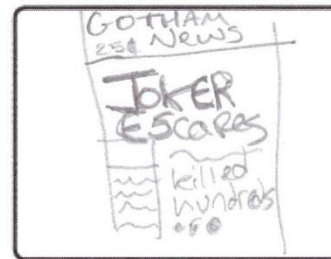
Completion overall Newspaper article
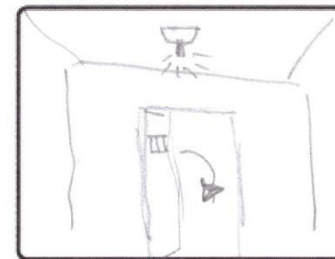
fail screen Pt 1: Jail Cell Closing

RETRY

fail screen Pt2
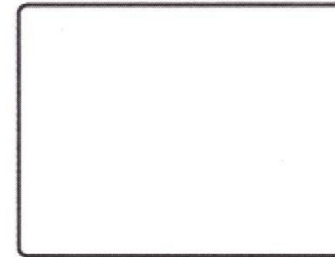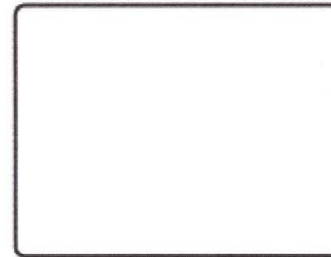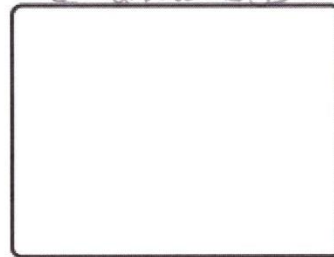
APPENDIX D – STORYBOARDS

Screen Name/no.

1. MAIN MENU

Storyboard

Interactive Animation

JOKERS ESCAPE

START
MUTE
QUIT

Moon

ARKHAM ASYLUM

MAIN MENU screen with buttons to start game, mute the sound and also quit the application. with Why so serious soundtrack playing in the background

Background
The background will be the asylum and the enterance gates in the night

Buttons
My buttons will be in the top right of the screen
1. START- this will begin the game
2. Mute- this will stop sound playing
3. Exit - Close the game
Text colour of buttons will be #bg0031 and the background #007C00

Animation
Moon slowly goes over screen and text

Text
Title text- Jokers Escape
Buttons- Start, Mute + Exit

Fonts
Most text throughout the application will be Another America
Button text throughout text Application will be Friday night

Storyboard

Screen Name/no.

2.

Joker has been imprisoned once again by Batman, Help him escape

JOKER

HA HA HA

0000

Blood hand print

NEXT

This screen shows a small part of the story on a old wall with images relating to joker around with a next button

Background
Old wall cracked to show text

Button
Next button to progress

Sound
Old pipe driping water =echo
Joker laugh

Animation
Water drip over screen

Text
'Joker has been imprisoned once again by Batman, Help him escape''

Font
Text font Another America
~~Red~~ # ba0031

button font friday night
colour #ba0031 + #0d7c00

Storyboard

Screen Name/no.

3.

A Guard was sent to Jokers cell for a routine Check, he had a gun and a set of keys and locked the Cell once he entered. You killed the guard but when you did he droped the gun and keys. Can you find them?

Use your mouse to find the objects by dragging and dropping

NEXT

This Screen explains ~~to~~ what the game is and how to play. Again the ~~text will be~~

Background
Old wall cracked to show text

Button
Next button to progress

Sound
Dripping water effect

Animation
Water drip over screen

Text
"A guard was sent to Jokers Cell for a routine check he had a gun and a set of keys and locked the cell once he entered. You killed the guard but when you did he dropped the gun and keys. Can you find them?
Use your mouse to drag + drop to find the items!!

Fonts
Button — friday night #0d7c00
Text — Another America #ba0031

Storyboard

Screen Name/no.

4. Game 1

ITEMS TO FIND
• GUN
• keys

HA
HA
HA

This is the first puzzle, the User has
to find a gun and some keys by moving
objects around the keys are under the cover

Background
Cell room

Sound
Water drip
"Why so serious"

User Interaction
The User will click around
the room trying to find
the objects. When the
User finds the objects the
list will change

font
The list will use font
"die die die" in #ba0031

Storyboard

Screen Name/no.

5. Feedback

WANTED
$100,00
TWO Face
$1,000,000

Vol   Tun   Com

Radio Guy: Warning the Joker is escaping! need back up immediately.

NEXT

This is the screen that will appear every time the user has completed a puzzle
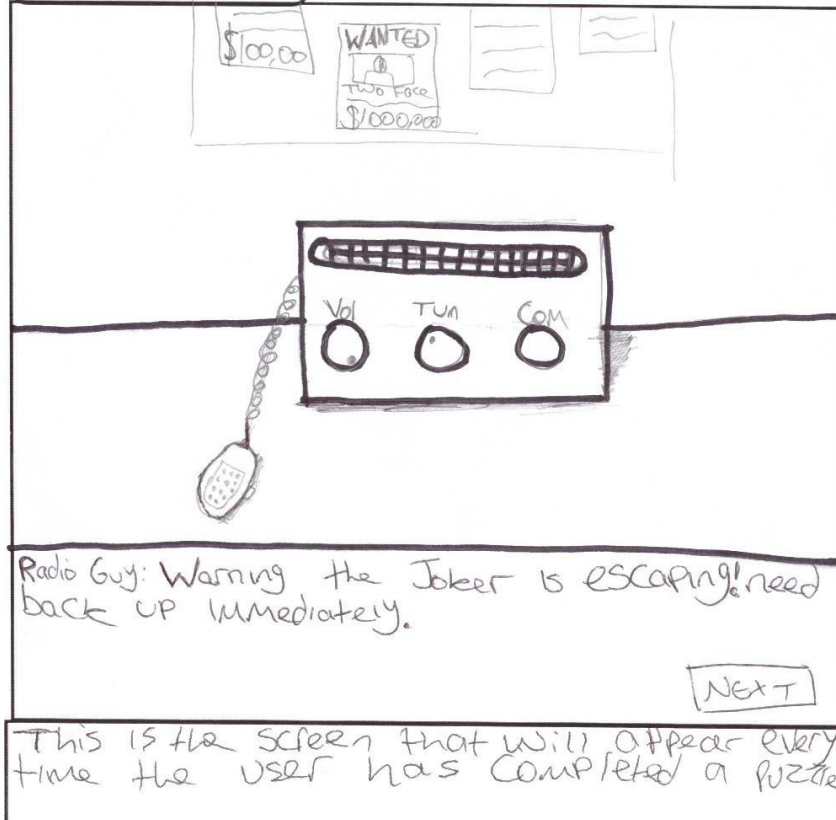
Background
office type background with desk with radio on it

Sound

office sounds
Jokers laugh
~~Gotham~~ Gotham City overture

Text
Radio Guy: warning Joker is escaping need back up immediately —
Friday tonight — #ba00ff

Fonts
Friday night

Storyboard

Screen Name/no.

6. Story Progress

Now that Joker has escaped his cell, the asylum is on lockdown but the keys have access to the garage. Can you help him get there?

Use arrow keys to navigate through the maze but avoid the guards!
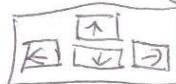
NEXT

This screen helps the Story Progress and tells the user what the next game is and how to play

Background
Old Wall Cracked

Button
Next button to progress

Sound
dripping water

Animation
water drip

Text
Main text font 'die die die'
Button font 'friday night'

Storyboard

Screen Name/no.

7. Maze

START

END

PUZZLE 2 is a Maze game, The user will use the arrow keys to navigate but they ole guards to avoid

Background
Bird eye View of Asylum

Sound

Footsteps
Jokers theme

UI
Use arrow keys to move
Joker around maze

Storyboard

Screen Name/no.

8. FAIL

YOU Were CAUGHT

MENU

| | | |

YOU Were Sent to a different asylum!
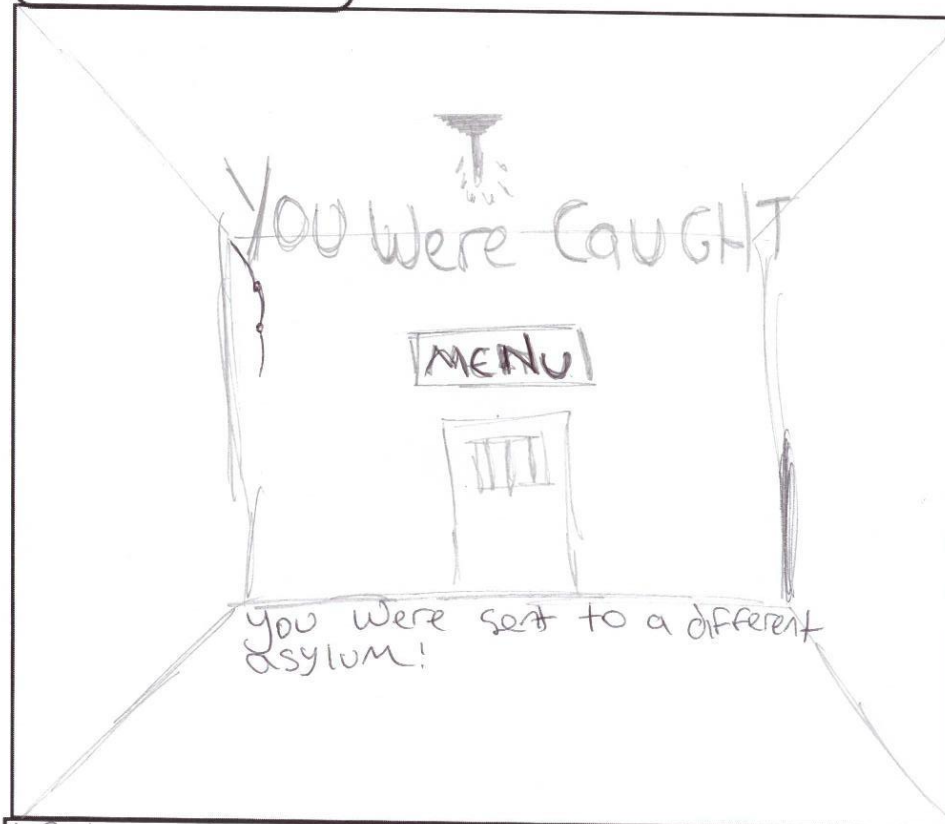
If the User fails any task this screen will appear and will make the User start from the beginning

Background

Cell room

Sound

Joker laugh electrical buzz
"Wa Wa Waaaa"
Door Slam

Animation

Door closes shut
light flickers

Fonts

"you were caught" Another #b9003i America

"you were sent to a different asylum" friday night

Storyboard

Screen Name/no.

9. Story

The Joker stole a Police cruser and plans to use it to cause chaos in Gotham. But the Police called Batman to help stop you. Avoid being hit

Use the arrow keys to change lane to avoid Police hitting you

↑
← ↓ →

NEXT

This screen progresses the story also tells the user the next game and

Background
Old wall broke

Button
Next to progress

Sound
dripping water

Animation
water drip

Text
See before

xxv

Storyboard

Screen Name/no.

10. Game 3

Score: 00000

oncoming
cars

Background

Gotham City Skyline
and a road

Sound

Car noises
Why so serious
Police sirens

UI
User will use arrowkeys
to change lane + move
forwards or backwards

Font
Score font - 'die die die' #ba00 31
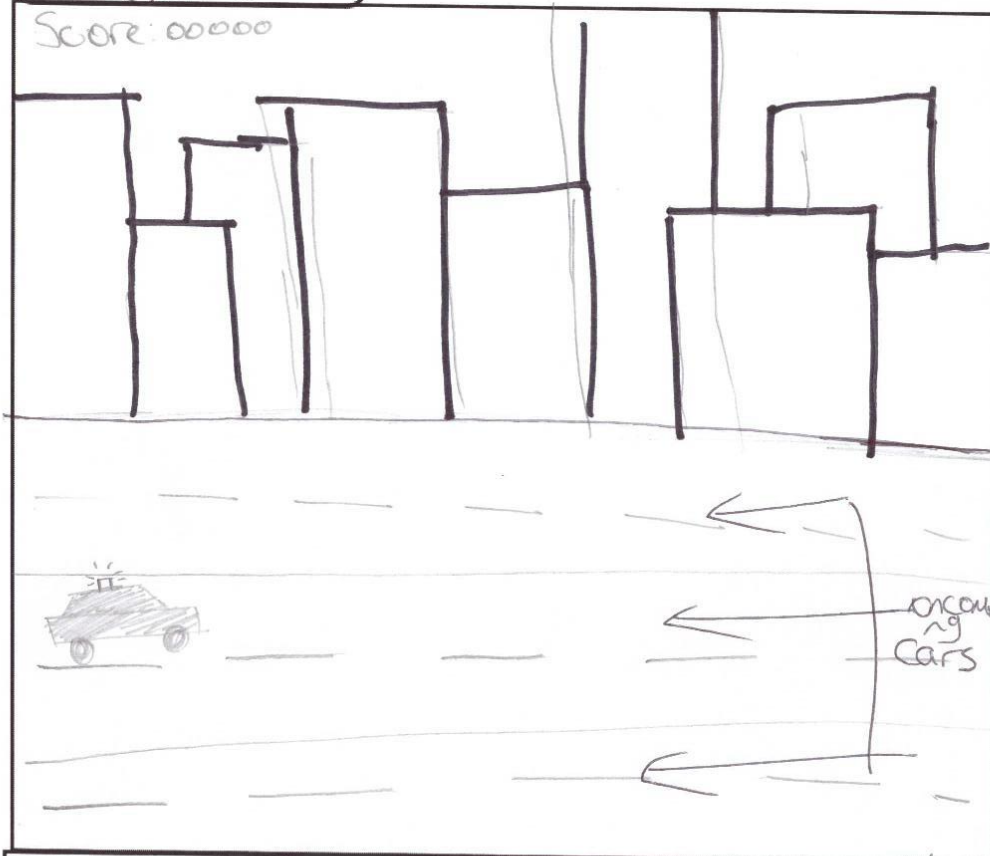
This game requires the user to avoid the
cars coming at them by using the arrow keys
to change lane, the user has to reach

Screen Name/no.

11. Full Completion

Gotham News Daily

$25

06/06/2016   Clearest Newspaper!

JOKER ESCAPES

The Joker has once again escaped from Arkham Asylum just weeks after his last ordeal. So far he has killed 30 people since escaping and the police and Batman are struggling to catch him. If you have any information on the Joker please call: 911

MENU

This is the final screen which is a news paper article saying Joker escaped and is already causing chaos in the city.
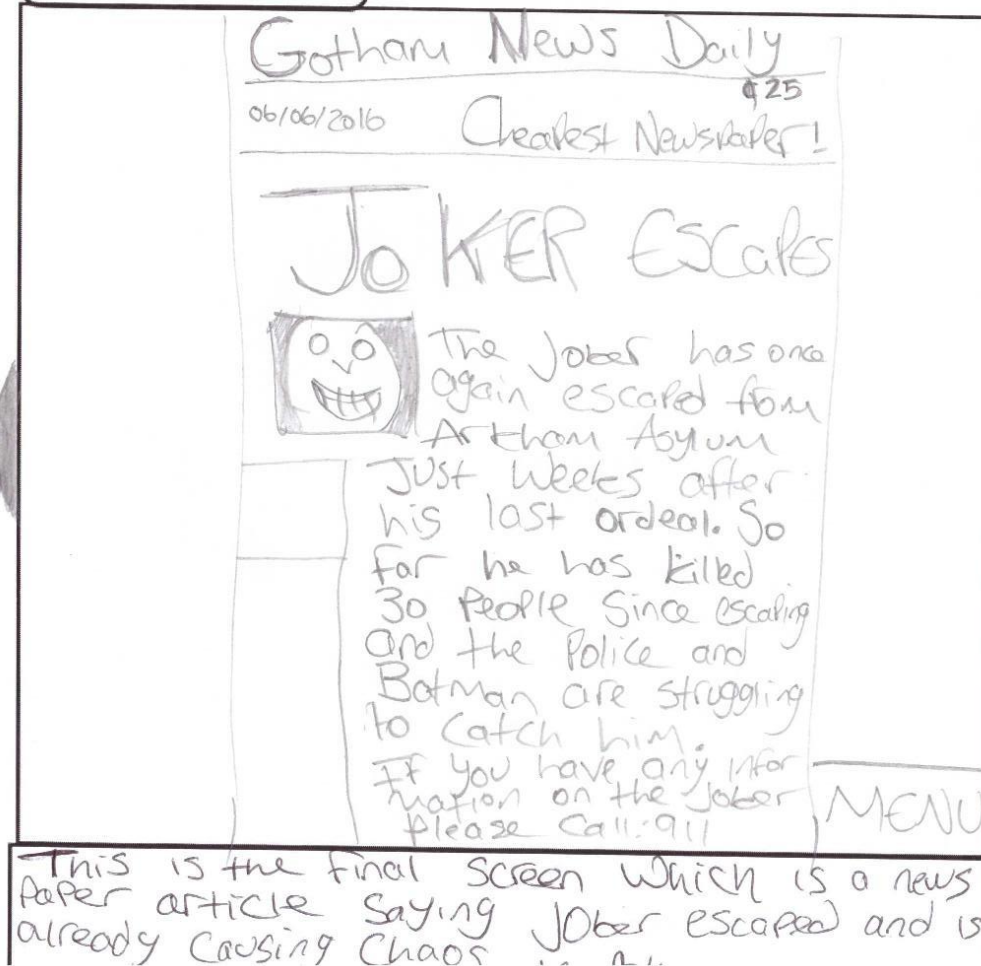
Background
News Paper

Sound
Jokers laugh
Jokers theme

Animation
Photo of Joker moves

Font
Newspaper Font - Times New Roman

Button - Friday night

Button
Menu - exit to Main Menu