



“Emotions that motivate....”

Game Design Document

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Game Design

Gameplay Rationale

MIKE has been a victim of discrimination and prejudice all his life. Always caught under the shadow of preconceptions and stereotyping, MIKE now decides to stand up and fight back in a positive way. MIKE resolves to spread happiness in the society by helping people come out of the shell of distress by using the power of micro affirmations. A small acknowledgement of sending smiles across the city can help motivate the people around and eventually spread cheerfulness. MIKE believes that smile is a curve that sets everything straight and with a skateboard, a bunch of smiles and a heart full of motivation, he ascends toward a journey of spreading joy by motivating people with his emotions.

Goal

The goal of the game is to spread smiles among the people in the city. MIKE sends smiles to people who are sad, crying or angry. Depending upon the level of sadness (from sad to angry), MIKE sends across smiles to make people around the city happy. In the conquest of spreading happiness, MIKE has to collect the smiles that come across his way to boost his smile meter and at the same time he should make sure that he does not let unhappy people pass by him. By shooting smiles toward the people (one for a sad person and two for crying people), he should make sure he makes them happy and completes the level by earning bonuses and thus reaching his goal faster.

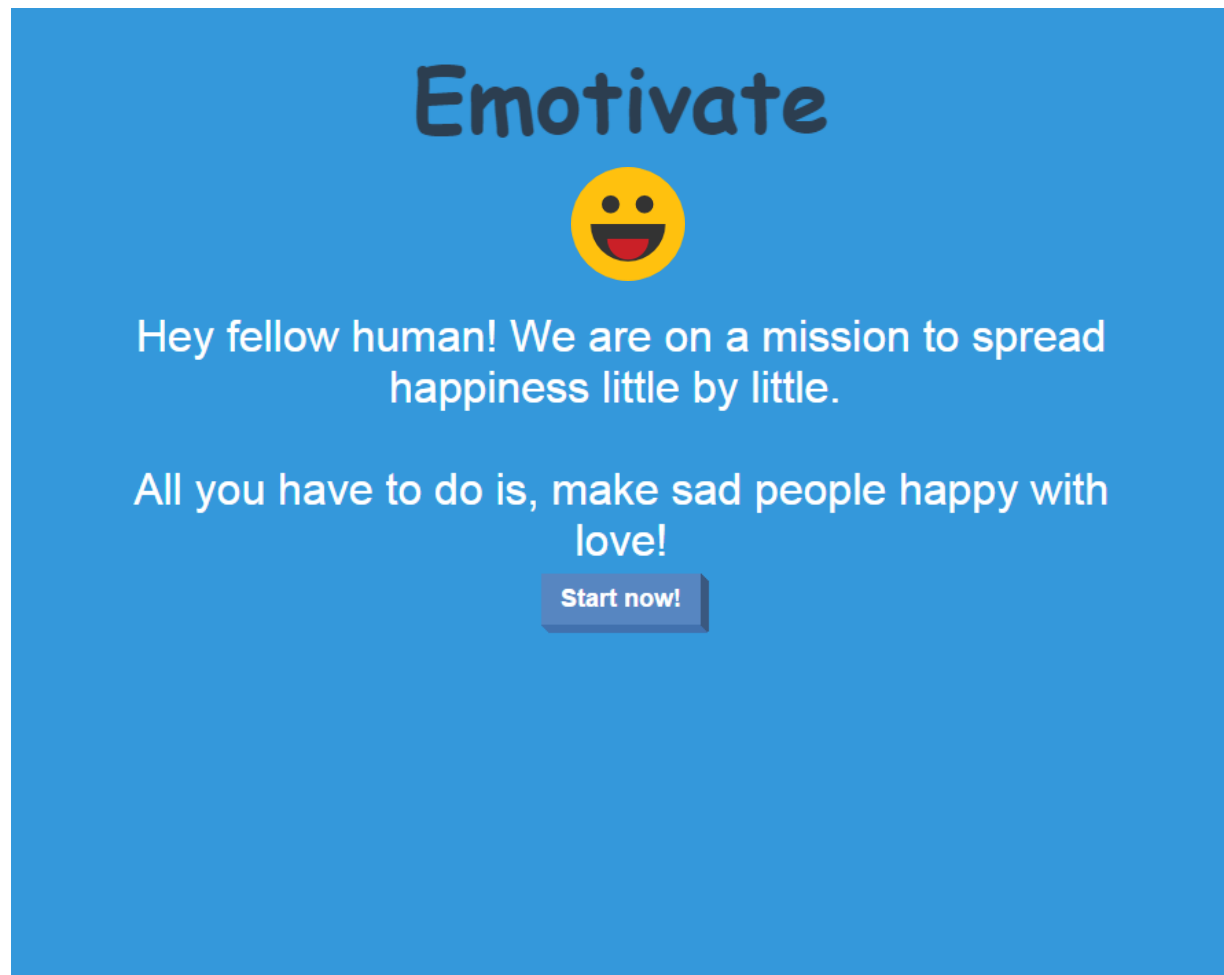
Mindset

MIKE is full of motivation of spreading happiness and has a goal in his mind to spread joy, making sure that the people in the city are motivated by the micro affirmations or acknowledgements by making them feel good. He sets out with a mindset to influence the people around with a positive way of life.

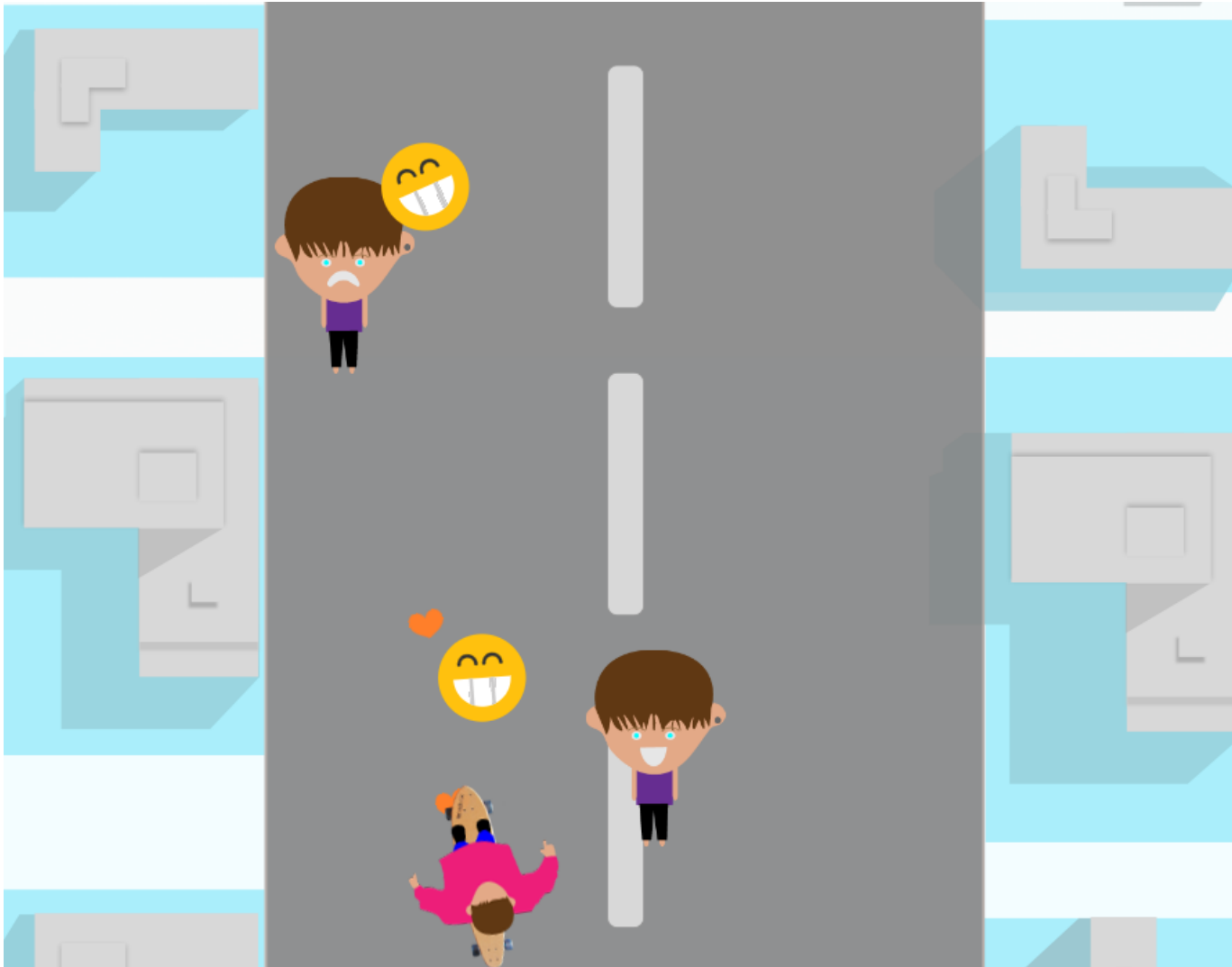
Components & Features

Screens

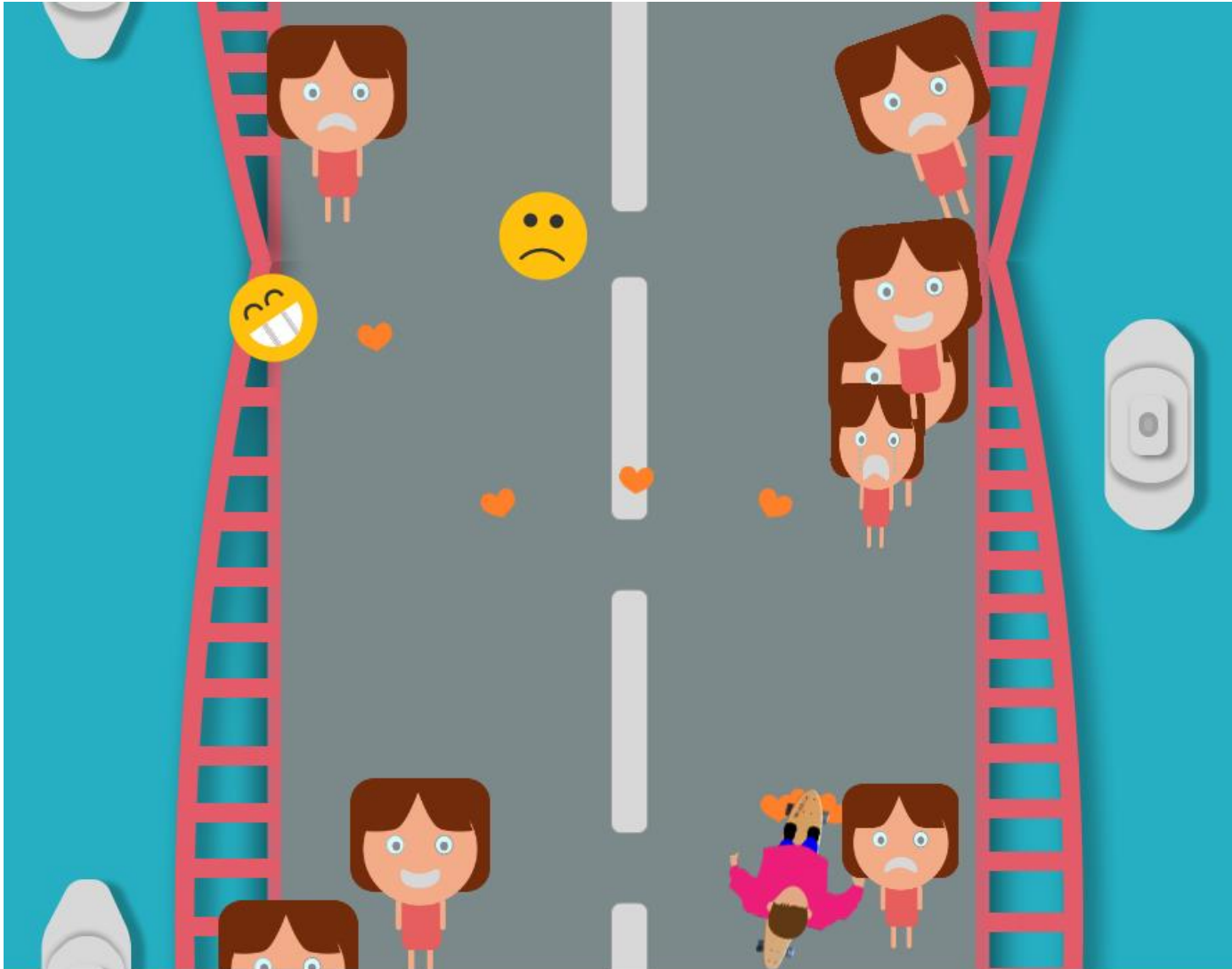
1. Welcome Screen



2. Level 1 – The downtown tour



3. Level 2 – The Gateway Bridge



4. Level 3 – The Village



5. Intermediate Splash Screens with facts

**You have made 10 people happy, won their hearts and
cleared this level!
Keep it up!**

Did you know?

- Roughly 20 million people in the United States suffer from depression every year out of which women are 2 times as likely to suffer from depression than men.
- Approximately 80% sufferers of depression are not receiving treatment.
- As many as 15% of those who suffer from some form of depression take their lives each year.

Go to the next level

6. Winner Screen

You have made 20 people happy in this level
and minimum of 50 people happy in the whole day!
You're just pretty awesome! :D



Click [here](#) to start all over again!

Controls

Arrow keys to steer left or right



Space bar to shoot smiles



Mechanics

- As MIKE steers left or right, he is able to shoot smiles to an angle covering 180 degrees in front of him.
- The steer creates a gliding movement which creates an interesting interaction of controlling X.
- Unhappy people coming towards MIKE come from a random point and may move down straight to the player or come down a swirling path.
- MIKE can shoot smiles at a rapid pace for a long press of the space bar key

Level Design

Themes

1. Level 1 – The downtown tour

Mood: Active, Noisy, Vibrant

Ambient Objects:

- a. Road
- b. Buildings
- c. Shadows

2. Level 2 – The Gateway Bridge

Mood: Challenging, Bright, Active

Ambient Objects:

- a. Yacht
- b. Boat
- c. Water
- d. Bridge
- e. Road

3. Level 3 – The village

Mood: Bright, Calm, Active

Ambient Objects:

- a. Trees
- b. Puddle
- c. House

- d. Fence
- e. Grass
- f. Road

Game Flow

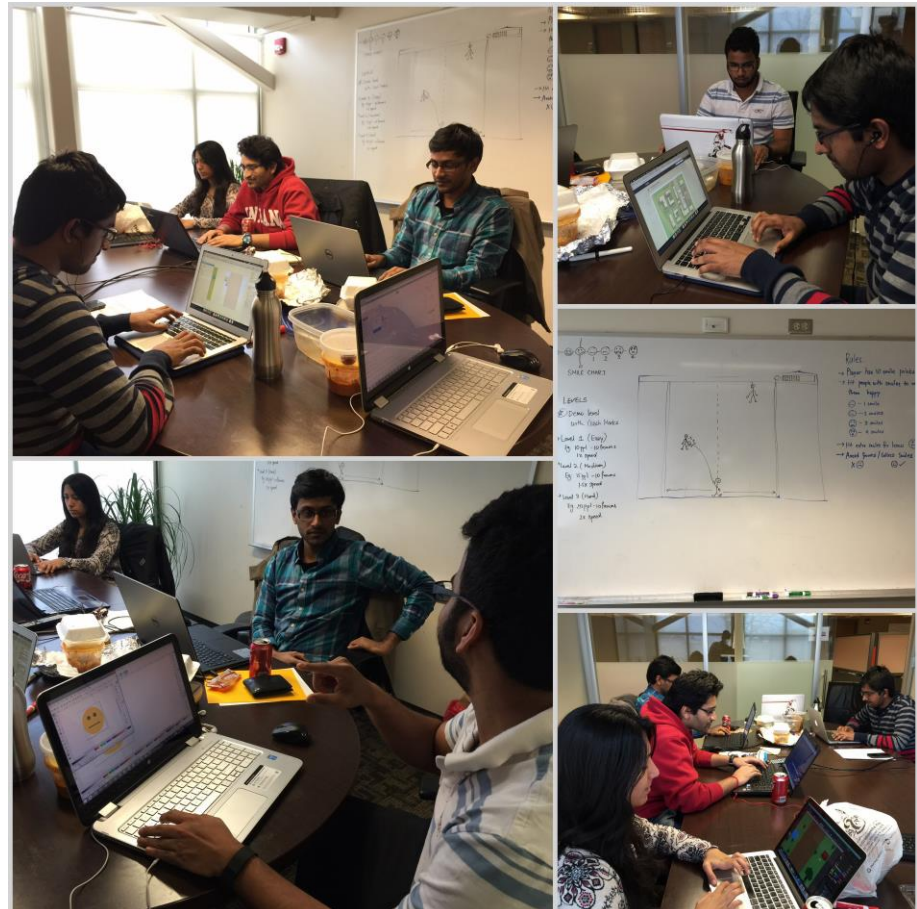
1. Player starts a particular level
2. Player steers left or right to change current position
3. Player shoots hearts at the unhappy and sad people approaching toward him
4. Player collects smileys to improve on the smile meter
5. Player follows instructions to go to the next level

Development

Task Distribution

The tasks among the team members were distributed as follows:

1. Nipurn Doshi (Developer)
2. Rahul Pasunuri (Developer)
3. Adhithya Kumar (Designer)
4. Shivika Thapar (Designer)
5. Ashish Shendure (Designer/Documenter)



Technology Stack

DEVELOPMENT



DESIGN



Tutorials Referred

[Notears Guide to HTML5 Games](#)

[Phaser HTML5 Game Development](#)

Challenges faced

DEVELOPMENT

- Collaborating using the IDE, sharing the same code on cloud and making changes
- Limited IDE Memory (512mb) made it difficult to run and test the game on more than 2 instances
- Learning Phaser framework
- Physics handling
- Understanding and manipulating interactions and motions

DESIGN

- Matching the design style amongst different designers
- Communicating concept designs and features amongst each other
- Translating the design ideas to developers

Graphics

Style Attributes

The color palette used for this game comprises of flat UI colors, a miMike of multiple sets from [The Flat Palettes](#). Considering that consistency is key for immersion, an effort has been made to maintain the color scheme across different levels.

The graphic style used is a miMike of both cartoony and cute objects. Solid, thick outlines with flat hues are used in order to create a simple yet intuitive interface. Minimal gradients are used to maintain the flat interface throughout. Also, smooth curvatures are preferred over sharp angles.

Graphics used

1. Main Character MIKE with Skateboard
2. Sad People
 - Person 1
 - Person 2
 - Person 3
3. Crying People
 - Person 1
 - Person 2
 - Person 3
4. Happy people
 - Person 1
 - Person 2

- Person 3

5. Backgrounds

- Level 1 – The downtown tour
- Level 2 – The Gateway Bridge
- Level 3 – The Village

6. Shooting heart

7. Smiley face

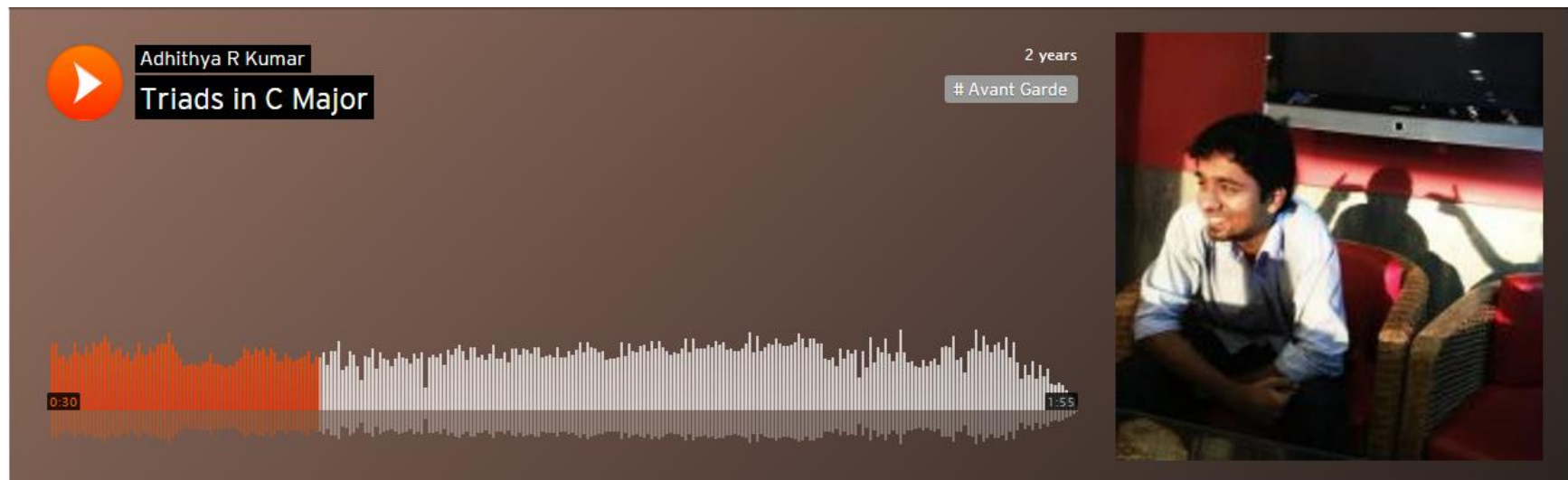
8. Arrow Keys

9. Champion Graphic

Sounds

Attributes

The background music for the game (Triads in C major) has been composed by one of the team members (Adhithya Kumar) and portrays a pleasant mood. With the music piece using a guitar and violin, it creates a motivational ambience during the gameplay allowing a more engaging experience to the user.



User Testing

We wanted to test our concept and gameplay to get a lucid understanding of how user's perceived the game. In addition, we wanted to test the impact of the facts that were displayed after each level on the user's mind.

We tested our product on a computer scientist and closely observed what his reaction was to the game. A few confusions about the game were highlighted in the test - the user did not see the face of the person changing from sad to happy, and as an iteration to the illustrations, we made the faces bigger for better legibility. Also, the user was intrigued by the facts that were shown after each level and said it was educative; he also believed that these topics needed to be addressed more widely and this game provided him with insights about the seriousness of topics that seem to be usually ignored.

Thank You

Hosted Links:

Development Server: <http://bit.ly/emote-dev>

Production Server: <http://bit.ly/emotivate>

IU Box Link: <https://iu.box.com/s/c82btxyo8xleb5vgaxah4bts0mwig0y9k>

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