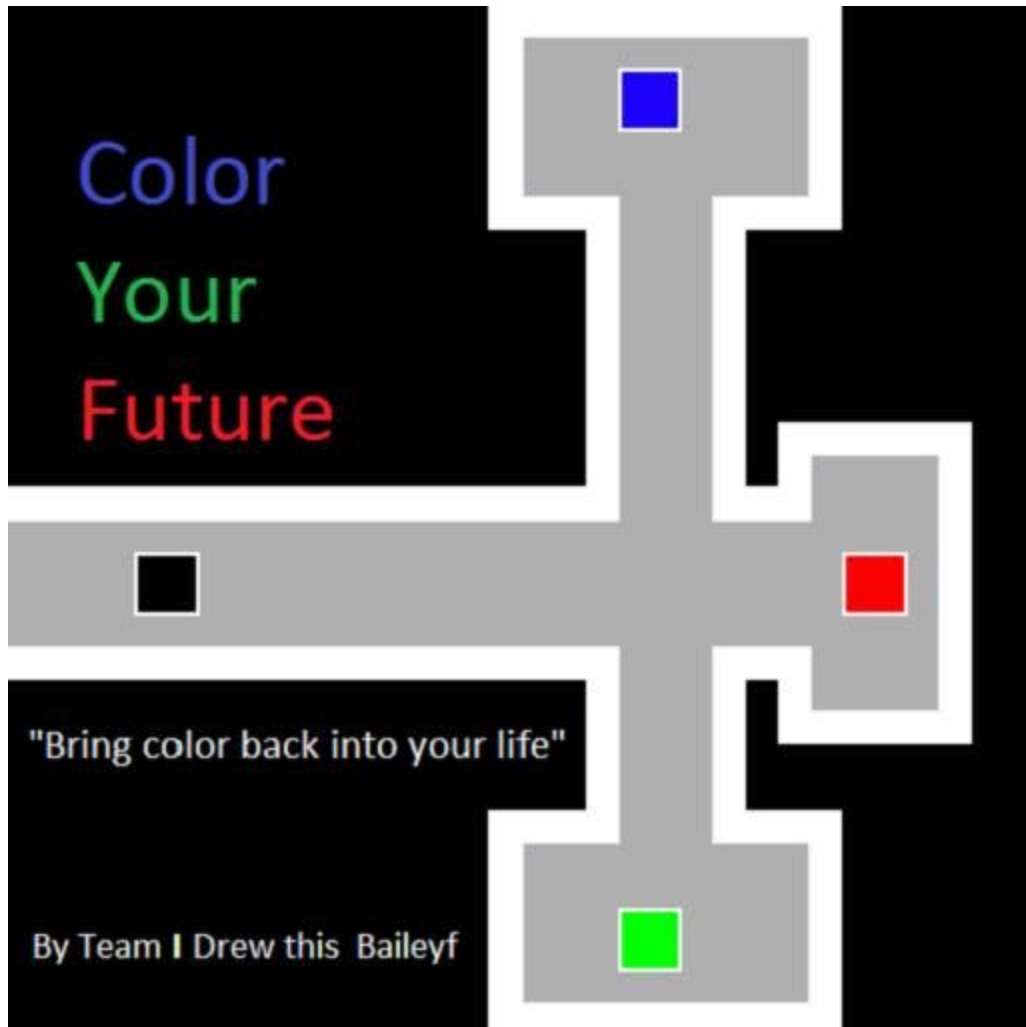Team: I Drew this Baileyf

Members: Bailey Sostek, Drew Tisdelle

Color Your Future *Version 2.0*

"Bring color back into your life."

Summary

Color your future is a story driven adventure game in which the player needs to bring color back to the world through interaction with NPC's in the dark world. The player will move around the world by clicking. The main goal of the game will be to explore this darkened world looking for the R, G, and B bits. When the player finds one of these bits, the color will be added to the world, and any tiles in the world which use that color will be displayed now with that channel being used. Once all three bits are discovered and the player has traveled around the entire map the game will be won. Information about these tiles can be gained by interacting with the NPC characters around the world. There will also be puzzles that the player needs to solve to continue on through the game and find the bits.

Features

- Open landscape that can be explored
- Dynamic color revelation / changing colors
- NPC characters that can be interacted with
- Chat/Text system implemented into status bar that makes all text data look nice.
- Discoverable color Bits

Updated Features(Version 1.5)

- Puzzles in the Forest area
- Fixed wall detection and camera mechanic
- Text display feature for NPCs and story telling
- Command based system to control game elements
- Completely redesigned the town area

Updated Features(Version 2.0)

- Puzzles in Sky Area
- Puzzles in Volcano Area
- Fixed wall detection and camera mechanic

- Added arrow signifiers to let the player know where they can travel
- Added commands to the command system
- Added function to detect if a point can be reached directly
- Added additional music that changes depending on how many bits have been collected
- Warppoints now pulsate constantly

Constraints

- No glyphs in beads.
    - All of our beads will be displayed in full color, and occasionally have a border.
- The game can use either the mouse or the keyboard for all user input, but not both. If the mouse is used, the mouse wheel cannot be used. If the keyboard is used, only the space bar and WASD/arrow keys can be used, and the WASD keys must work the same as the arrow keys.
    - The mouse will be the only means for the player to control the character in the game will be with the mouse. A* pathfinding will move the player.
- No intelligible words, initials, labels or numbers in any language can appear anywhere, except for the game's title in the status line.
    - The status bar will be a chat system, using color to depict who is talking.

Constraints (Version 1.1)

- No glyphs in beads.
    - All of our beads will be displayed in full color, and occasionally have a border.
- The game can use either the mouse or the keyboard for all user input, but not both. If the mouse is used, the mouse wheel cannot be used. If the keyboard is used, only the space bar and WASD/arrow keys can be used, and the WASD keys must work the same as the arrow keys.
    - The mouse will be the only means for the player to control the character in the game will be with the mouse. A* pathfinding will move the player.

- The grid cannot exceed 16 beads in either dimension at any time.

Reasons for Changes (Version 1.1)

In this version the only change that was made from the previous document was that the constraint of "No intelligible words, initials, labels or numbers in any language can appear anywhere, except for the game's title in the status line," was changed to restricting the grid size to 16 by 16 beads at any given time. The reason for this was to allow the game to display text for the story and character dialogue in the status bar. In addition, due to the camera system we have in place, the 16 by 16 grid restriction does not pose any problems to the way the game will work.

Reasons for Changes (Version 1.5)

In this version the main changes that were made to the game were updates of already planned features. For example, the camera movement, wall detection, and game elements were already existing features but were updated in order to remove bugs and improve the quality of movement in the game. There was the major change in this version of completely redesigning the town, which serves as the hub world for the game. This was done as the previous design for the town did not have much color in it, even when the color channels were restored to the game. It also seemed out of place among the other areas in the game and redesigned to make the areas flow more consistently. Other changes made include additional puzzles in the forest area of the game to give the player more of challenge rather than just story and exploration, and text can now appear at points other than communicating with NPCs in order to allow the player character to express thoughts on objects and provide further story and clues to the player.

Reasons for Changes (Version 2.0)

The changes made in this final version were major updates that made the game easier to control for players and made the game overall more enjoyable. The first two changes that were made in this version were that puzzles were added to the sky and volcano areas of the game. This was done in order to add a small challenge for players as well as further entertain them rather them as simply allowing players to walk around

until they restored color was not very entertaining as found in play tests. The next major changes were that the wall detection and camera mechanics were updated along with arrow signifiers that let the player know in what direction they can travel to another part of the map. These updates were made because users pointed out that they were unsure if they had hit a wall or if the spot they had reached was the end of the map and these changes now allow users to easily determine if there is more to map or if they have reach the end. Another update that was made is that warppoints to other maps now constantly pulsate, making it easier for the user to see where they should go in order to progress and explore the game. This was also done due to players not being able to tell if a space is warp tile or not, and due to the game starting without color, we could not use color to signify warppoints and thus came to a decision that would make warppoints visible regardless of color. One final major change is that 3 additional pieces of music were added to the game with one stopping and another beginning as each bit is collected. This was done in order to further evoke emotions from the player as bits are collected, with the music starting off dreary and slowly getting more and more light hearted as more color is restored to the world.

Target Audience

Color Your Future is a game that is targeted towards young adults who are looking for a story based game that they can connect to on an emotional level through both dark humor and despair.

Experience Goal

When playing Color Your Future the players are intended to experience feelings of despair, curiosity, and joy as they play through the game's story. The feeling of despair is meant to be felt through the lack of color throughout the world as well as the depressing dialogue that is heard from the NPCs throughout the world. This is done so that the player can connect to and sympathize with the feelings of despair, driving them to continue the game so that they can brighten the world. The feeling of curiosity is meant to be brought about through the player needing to find information about the world to continue through the game and cause the story to progress. This is done to

continually keep the player interested in the story and gameplay throughout the adventure. Finally, the player is meant to experience joy through the coloring of the world in the game as well as some dark humor from NPC characters. This is to keep the player's spirits up throughout the game as the despair of the story could potentially cause the player to not want to play any longer if there were no happiness to be felt at all throughout the game.

<p align="center">*Updated Experience Goal* (Version 2.0)</p>

When playing *Color Your Future* the players are intended to experience feelings of sadness, curiosity, and joy as they play through the various areas of the game. The feeling of sadness is meant to be felt through the lack of color throughout the world as well as the depressing dialogue that is heard from the NPCs in the player's house. This is done so that the player can connect to and sympathize with the feelings of sadness and loss, driving them to continue the game so that they can brighten the world. The dreary music that plays while the world is without color is meant to further evoke sadness in players. The feeling of curiosity is meant to be brought about through the player not knowing what their surroundings really are without color to help distinguish blocks from one another. This is done to continually keep the player interested restoring the different colors to the world so that they can see what objects in the world actually are, as well as prompting them to play through multiple times to see different combinations of restored color. Finally, the player is meant to experience joy through the coloring of the world in the game as well as some the humor from NPC characters. This is to keep the player's spirits up throughout the game as the sadness of the story and music could potentially cause the player to not want to play any longer if it were to bring their mode too far down.

Play Description

The world is an open landscape that the player can traverse, there will be collision detection. The player will interact with NPCs in the world to gain the information they need to continue through the world.

Player moves to talk to NPC
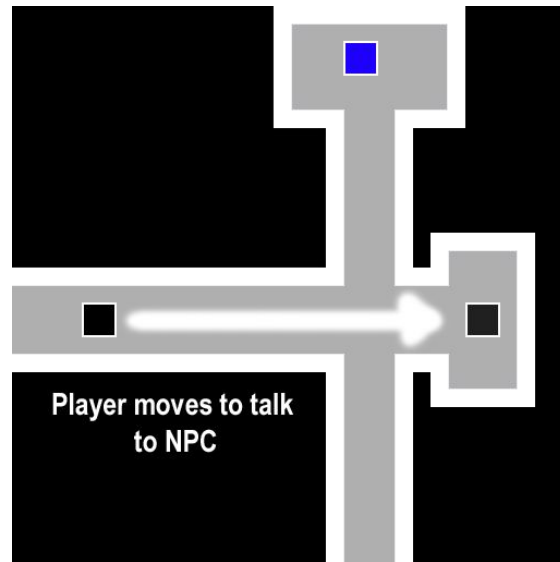
Some NPCs will give the player valuable information they need to complete a puzzle or information on the location of a color bit. The player will then walk around the world and determine where the information is most applicable.

Get Information about Blue Bit. Go over and collect it.
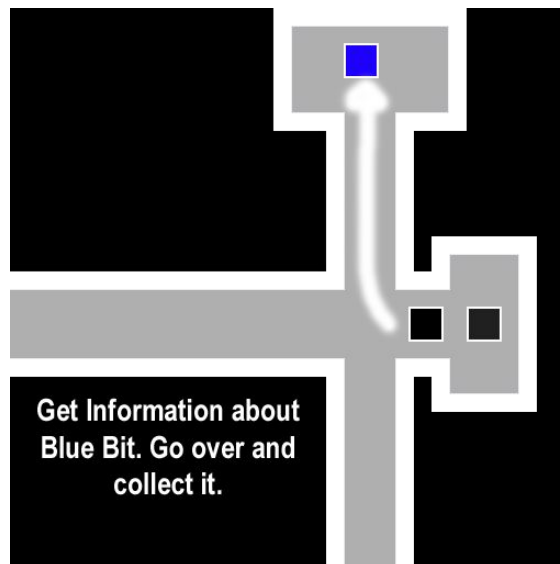
When a player finds a color bit they simply need to collide with it to apply it to the world.

Player touches Blue bit
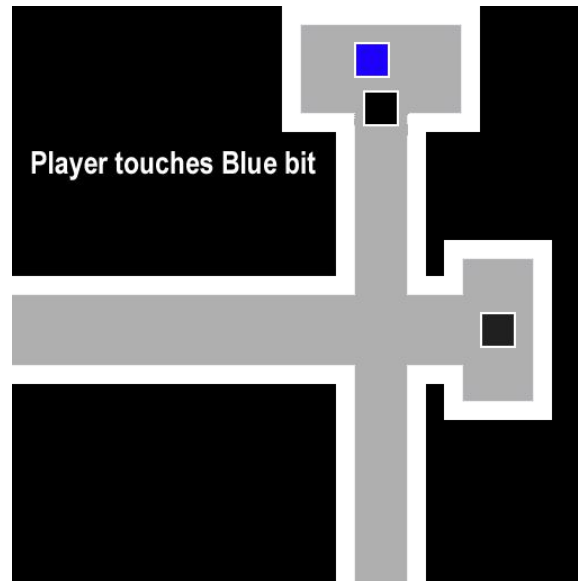
The blue bit is now loaded accurately for all tiles in the world. At this point the player will experience one of our experience goals. The gradual transition and appropriate sound that will be played when the player touches a bit will cause them to feel wonder and surprise. This will motivate the player to go on and find the other color bits.

World Changes
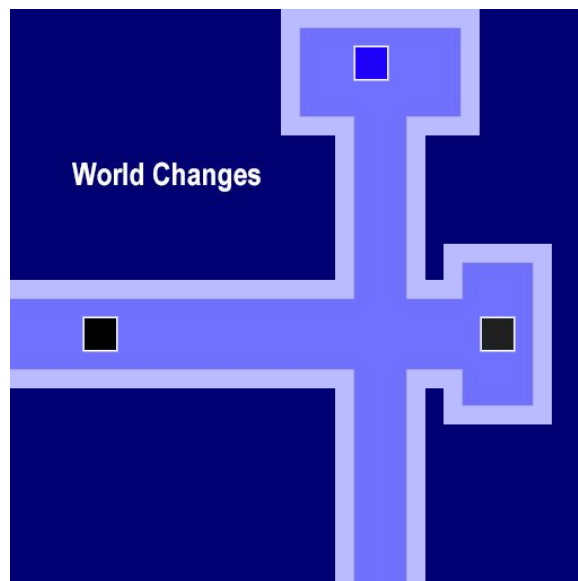
The world of *Color Your Future* is an open landscape that the player can traverse by clicking on points on the screen where they wish to go. The game starts out with the player in their room with dreary music playing in the background. The world starts off in shades of grey. The player can then click to move around the house, and will come across a coloring book in the character's younger brother's room where they will learn most of the story from.

After this point the player will go to the first floor of their house where they can talk to their three other family members and then head into town. The town acts as the hub world of the game from which the player can travel to a forest, a volcano, and to the sky. After clicking around and exploring the town, if the player chooses to go to the forest they will find and grassy area with bushes all around. Here they will have to walk around the small maze in the forest and push down two trees in order to create a way to cross two ditches. The player will then enter a cave where they will find the green bit, which will restore the green parts of colors to the world and change the background music to be slightly less dreary.

Once the player returns to the town, they will be able to begin making out the things they had seen earlier that were hard to see without color in the world. Next the player may choose to explore the volcano area, where they will have to traverse their way through the maze by talking to other characters that will remove lava that is blocking off certain areas for the player. After unblocking the final lava barrier, the player will find the red bit which will restore the red parts of colors to the world and make the background music a bit more upbeat.

Finally, the player will reach the sky area of the game where they will find a final maze created using various warppoints that they will have to traverse in order to reach the blue bit. In this area they will also find a few characters that, while not useful, have funny dialogue to share with the player. After figuring out the maze the player will reach the blue bit, completely restoring color to the world and setting the background music to

be happy and calm. At this point the player can go back to all the places they had previously explored in order to see what they look like with the color fully restored.

Feedback (Version 2.0)

When having our game play tested by various players, the majority of the time there were only two main points of criticism. Players found it difficult to tell where the end of a map was and players found it difficult to tell where warppoints were. This feedback was critical in getting our game to be easy and enjoyable to play as these problems were causing players a great amount of frustration. In response to the feedback we received we made a detection system that displays an arrow if the player can move further in a direction on the map and also made warppoints pulsate in order for them to be always visible to the player, which players found to be very helpful and allowed them to explore areas of the game without being told that there were warppoints they hadn't found yet.

Project Plan

Drew:

- Create non-playable character beads (April 17th)
- Create dialogue for characters (April 17th)
- Design somewhat short story for the game (April 18th)
- Create levels based on the story (April 19th)
- Create simple quests/puzzles based on the story (April 28th)
- Finish level designs (April 28th)
- Create background music (April 29th)
- Create the final 2 levels (April 30th)
- Create the remaining NPCs (April 30th)

Bailey:

- Create Editor to make awesome levels (April 17)
- Create solidity system that is applied over all levels(April 17)
- Working color cycling when you find a bit(April 19)
- Create warps (April 20)

- Implement NPC characters(April 27)

- Polish Game Mechanics (April 30)

- Create arrow system(May 1)

- Add images into game(May 2)

- Add limitations as to when arrows are shown(May 3)

Sources for Sounds

- http://chriszabriskie.com/uvp/

- http://incompetech.com/music/royalty-free/index.html?isrc=USUAN1100266

- http://chriszabriskie.com/divider/