

FRAUDS! are...

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Working Game Title:

“Mino / Mono”



Figure 1: Game Logo

Logline:

“Don’t let your memory fade to black.”

Summary:

Mino/Mono is an interactive puzzle game that relies on two things to ensure an engaging and entertaining experience: Memory, uniformity, and the inherent simplicity of both. The game features a monochromatic path of colors that stretch from bright to dark gray (bright at the

origin, dark at the destination). Progressing from level to level is accomplished via dragging the cursor all the way from the bright end of the path to the dark end. However, the beads gradually fade from their initial color to the background color – ultimately rendering them indistinguishable. Speed, memorization, and precision is required.

- Navigate monochrome gradient paths from bright end to dark end
- The beads that make up the path fade into a generic tone over time
- Levels are designed to gradually ease the player into the game's various mechanics, rules, and limitations
- Following initial tutorial levels, levels are chosen from a random pool

The game will adhere to all five design restrictions, including...

- A 16x16 dimension grid
- No glyphs of any kind
- An entirely monochromatic color palate
- Entirely mouse-driven
- No usage of the status line

Target Audience:

The target audience of Mino/Mono is casual gamers who want a fair yet engaging challenge. While technically classifying as a puzzle game, Mino/Mono cannot be beaten through careful consideration or trial-and-error. This is a game that demands attention and focus due to its memory and speed-based gameplay. Additionally, the game in its final form should be fully playable on mobile devices, thus widening the audience further.

Experience Goals:

Mino/Mono will set out to evoke two primary emotions in the player – one directly and one indirectly. The first is despair, which is accomplished through the game's mechanic of encroaching finality. Though the player must traverse various maze-like paths, the mazes themselves will ultimately take longer to complete than their proper order remains on the screen. Additionally, the game's overall color palate furthers this tone of despair.

However, Mino/Mono is not intended to be melancholy. It is based entirely on the concept of short-term memory and quick thinking. Unless the player has superb memory, the most effective means of completing the game will be to trace the mazes before they disappear. Thus, as their skill with the game improves, the player's mouse-movements will become precise, swift, and *furious*. Fury as a concept does not necessarily mean anger or frustration. Rather, in this context, it is the method by which technical skill is enacted on the game.

Gameplay Description:

The Primary Grid

A simple square of uniform tone, this grid will contain the path that the player must traverse. All beads will gradually fade to the same color as the primary grid. This play space's size will depend on the given level, with earlier

levels having a smaller grid due to having likewise shorter levels. The grid will ultimately cap out at being sixteen units wide by sixteen units long.

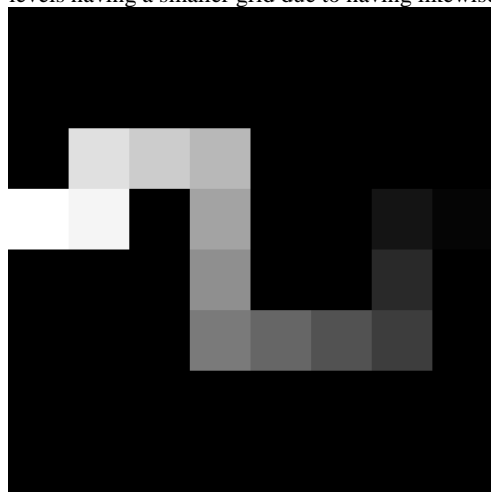


Figure 3 : A jagged path



Figure 2: A Linear Path

The Path

Each level will feature a linear path that exists on the grid. This path may be straight, jagged, curvy, or any potential shape – the only constant is that the path's color will gradually progress from white to black. This path's shape will be pseudo-randomized from level-to-level, with the possibilities being pre-designed yet chosen randomly once certain conditions are met.

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The Certain Conditions to be Met

Due to the restrictions on the Perlenspiel status line and glyph usage, Mino/Mono's level design will require carefully constructed tutorial levels that must be completed before the pseudo-random levels are introduced. These levels will introduce simple concepts such as traversing the path, the path's fading properties, and the game's various failure-states.



Figure 4 : The same jagged path, now faded

Failure States

Mino/Mono has a single means of losing a given level: If the player drags their cursor over two beads in non-sequential order, the level will reset. This order is determined by the beads' initial color pre-fade, and will not take background beads into consideration. Thus, when all of the beads have faded into the same color, they must still be traversed in order based on what color they were initially. If the player moves over beads in an incorrect order, a new level will be loaded. Trial-and-error will not be possible.

The Levels

The level generation of Mino/Mono will be determined based on how many levels have already been completed. The initial levels will all be simple and intend to teach core game mechanics, with later levels being chosen randomly from a pool of pre-built levels.

Product Details:

Member Roles

David Allen - programmer, sound designer, mockups

Henry Wheeler-Mackta - programmer, writer, artist, producer

Schedule

Monday, April 11th:

Game treatment	–	Henry Wheeler-Mackta
Screen mockups	–	David Allen
Determine color pallet	-	Henry Wheeler-Mackta

Tuesday, April 12nd:

Present Mino/Mono	–	Henry Wheeler-Mackta/David Allen
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Wednesday, April 13rd:

Build Prototype	-	Henry Wheeler-Mackta/David Allen
Draft Levels	-	Henry Wheeler-Mackta

Thursday, April 14th:

Build Prototype	-	Henry Wheeler-Mackta/David Allen
Bugfixing	s-	Henry Wheeler-Mackta/David Allen