

Full Circle

A Team Henry Production

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Game Overview

2.1. Game Concept: The game puts a circular twist to the average rhythm game.

Gameplay can be found through a story and arcade mode. The story mode looks at heroism through matching Norse mythology.

2.2. Genre: This game fits in a music and rhythm genre. The story mode resembles many RPGs and shows a hero called to action.

2.3. Target Audience: Hopefully this will game apply to large audience however the main target should be high school students as well as adults. Anybody who can appreciate art.

2.4. Game Flow Summary: The player moves through the game by progress through the rhythms and story. The better that you do at a rhythm the faster that you can move through the game. If you do not reach a certain level of success at the rhythm, then you cannot move forward in the game. As the game progresses the game will become harder depending on your choices in the beginning. How does the player move through the game. Both through framing interface and the game itself.

2.5. Look and Feel: The whole game will be comprised of styling cues from circles and the RGB color scheme. The art style is very indie and shows a lot of texture creating a very unique ambience. This will mark the completion of the game. When the players are flashbacking to before the character was addicted, the game is in color, but as the addiction becomes stronger, only things related to the drug maintain their color.

Gameplay and Mechanics

3.1. Gameplay: As the story progresses, the player will have different options for responses to the situations. Depending on the depth of their lies, they will have different difficulties of rhythms.

3.1.1. Game Progression: The game will be primarily in RGB with occasional important objects in many different colors. Those objects will be represented with a red color at first but the color will slowly change as the story progresses and will be blue at the time the story resolves.

3.1.2. Mission/challenge Structure: There will be no clear 'missions' rather there will be a series of rhythm segments as the story is told

3.1.3. Puzzle Structure: Throughout the story there will be no clear object of the game. The early actions of the player will determine the types of rhythms that the player will encounter. In this way the progression is a puzzle.

3.1.4. Objectives: From the very start of the game the player will be curious and intrigued by the concept and the goal of the game. Players will see changes happening and they will be compelled to continue. Throughout the rhythm section the player must survive by completing the task to a certain level.

3.1.5. Play Flow: The game will be a story that the player will watch unfold. As the story progresses the player will have a chance to interact with it which will mostly be done through the rhythmic portion of the game.

3.2. Mechanics: The game will have two ways the player interacts with it. They will be able to make decisions that affect the story and they will have a rhythmic section to represent the character's difficulty in accomplishing something.

3.2.1. Physics: There will be no need for in game physics because there will be no player controlled movement.

3.2.2. Objects: There will be no objects that the player can directly pick up, but there will be objects that are significant to the story. These objects will be depicted in color, unlike the rest of the game which will be in black and white. This color will change throughout the game and will represent the character development of the player's character.

3.2.3. Actions: The player will have limited response options to prompts from non player characters. They will also use the mouse to click during the rhythmic segments of the game.

3.2.4. Combat: There will be no combat in this game and the conflict will be the player character's self conflict.

3.2.5. Screen Flow: The game will be depicted by panning over images as the text of the story displays under the image. There will be multiple pictures in a scene and they will be shown at different angles whilst remaining clear that they are occurring at the same place.

3.3. Game Options: The player will have different choices of responses to prompts from non player characters and the player's response to these characters will affect the progression of the story and how the game ends.

3.4. Replaying and Saving: The game will have multiple endings which will be determined by the player's decisions throughout the game. This will lead to varying levels of replayability. The game will be fairly short and will be designed to be played in one session so we will not make implementing a save feature a priority.

3.5. Cheats and Easter Eggs: We will implement some cheats that will allow you to skip the story and gain access to all the rhythms. This will allow us to showcase the game more. In addition, we will also include cheats to skip to the end of the story quickly so that endgame can be shown. There will be small cultural allusions hidden in the story along different paths. (Ex. **NSA** reference, video game reference, movie reference maybe, etc.)

Story, Settings and Character

4.1. Story and Narrative: There will be a few Norse gods that are represented in the gameplay. After the hero is called upon by each god it acquires personal skills and develops new characteristics. The goal of the story mode is to become a full circle which is representative of what a hero should be.

4.2. Game World

4.2.1. General look and feel of world: The game will have a very mythical feel to it and include many styling cues that change to reflect the current mood in the game.

4.2.2. Areas: Areas will be based on the story we, or our writer comes up with. Most likely they will be pictures, somewhere dark and mainly black and lonely to convey the message of our game. Many areas will also be associated with rhythms which will have backgrounds according to what area you are in.

4.3. Characters: Characters will be developed later, we are hoping to find a dedicated writer, but if not then we will develop our own story that includes developing our own characters. Mainly we will be focused on the game engine for a while.

Levels

5.1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level.

Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

5.2. Training Level: We could have a training level in the main menu system to help users get used to the rhythm sections.

Interface

6.1. Visual System: The camera will slowly pan over a drawn picture that has to do with the story at hand. We will have some sort of HUD overlay that will allow you to skip parts of the story, go back to the main menu at will, and also will have an in song overlay that will allow you to pause and give you information on how well you are doing on the current song.

6.2. Control System: Players will control the game mainly through visuals and the mouse. Very little to no keyboard activity will be needed, though if there is time we will try to create an alternative to clicking on the rhythms, which will be based on the keyboard.

6.3. Audio, music, sound effects: Kenny **G** for days. There will be lots of jazz and rain sound effects. During the rhythm faces there will be a beat that you will have to click to.

6.4. Help System: Throughout the game and even in the menu system there will be notifications that help the user navigate and control the game effectively. There may even be a help/information button in the main page or the gameplay itself.

Artificial Intelligence

7.2. Non-combat and Friendly Characters: Throughout the story we may have some “friend” characters but a feeling of being alone may be the best to have the best setting.

7.3. Support AI -- Player and Collision Detection, Path finding: Collision detection will mainly be collision detection of the mouse pointer on the rhythm circles, though if extra time is at hand then we might implement some character movement which will need some collision detection.

Technical

8.1. Target Hardware: For the most part development will be made for the PC although an Android/HTML5 port could become a thing in the future.

8.2. Development hardware and software, including Game Engine: The game engine will be coded from scratch. The development computers are just PCs running Win 7 or 8 and it is coded in Java in the Eclipse IDE.

8.3. Network requirements: No internet connection needed, that is until we implement the DRM and NSA spying. If there is extra time we will try and implement a multiplayer system, but this is way beyond our goals and will be last on our list for what we need to do with this game.

Game Art

9.1. The game art has been created by Kyle in various different pieces of software such as Paint, Gimp, and Photoshop. The backgrounds are all uniquely generated and reflect the mood of the gameplay.

Updates

3/20/2014

The game has been ported into Slick, due to the built in Java graphics library not doing everything we want it to.

We have developed a more detailed story that still needs to be fleshed out but has actual progress.

Musical development has started but is still in the early stages.