

ASEA



Toddler Trouble

Calm the brats. Keep the peace.

Version #02

All work Copyright © 2018 by ASEA Games.
All rights reserved.

Abubakir Myrzaly
Ashley Tjon-Hing
Elza Sarah Johnson
Sushmita Nandalan

February 17th 2018

Table of Contents

Version History	3
Game Overview	4
Game Play Mechanics	4
Camera	4
Controls	4
Interface Sketch	5
Menu and Screen Descriptions	10
Game World	11
Levels	12
Game Progression	12
Characters	12
Enemies	12
Weapons	13
Items	13
Abilities	13
Script	13
Scoring	14
Sound Index	14
Story Index	14
Art / Multimedia Index	15
Future Features	17

Version History

Date	Version #	Notes
February 3 rd 2018	1	Initial Document
February 10th 2018	2	Cleaning the Document

I. Game Overview

Top-down Tank/Twin stick shooter Game where the player (nursery worker) is tasked to care for unique babies. They have to shoot the brats with TLC to survive and keep the peace. The player advances to the next level when they calm enough babies. The player loses health points when caught by a baby. If the player loses all their health points they lose control of the nursery.

II. Game Play Mechanics

User will be able to move the player using the WASD and the arrow keys. The spacebar or the mouse will be used to aim and shoot.

III. Camera

Aerial POV; Players can see characters from above as they move around the map.

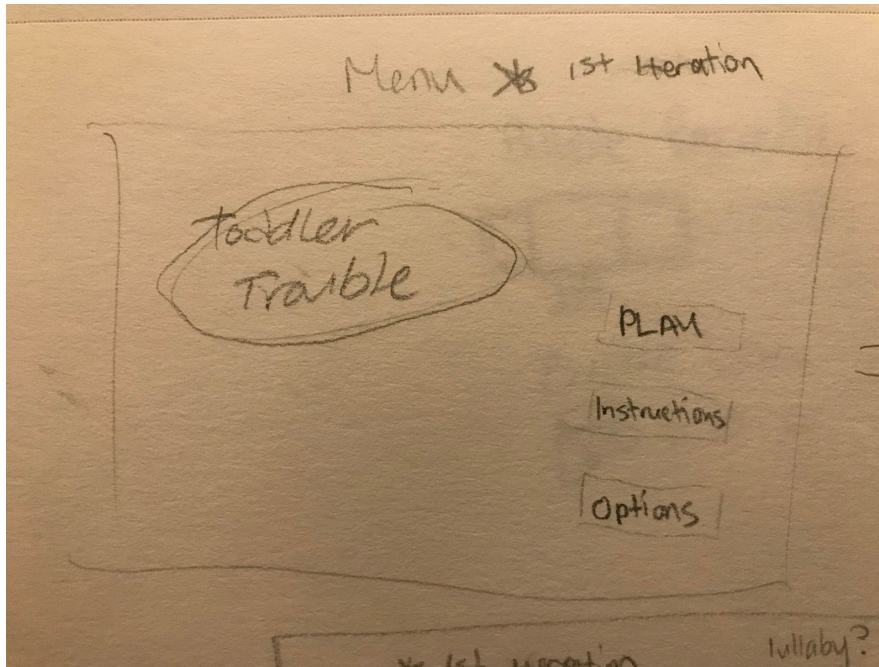
IV. Controls

WASD, space and arrow keys; the mouse and arrow keys.

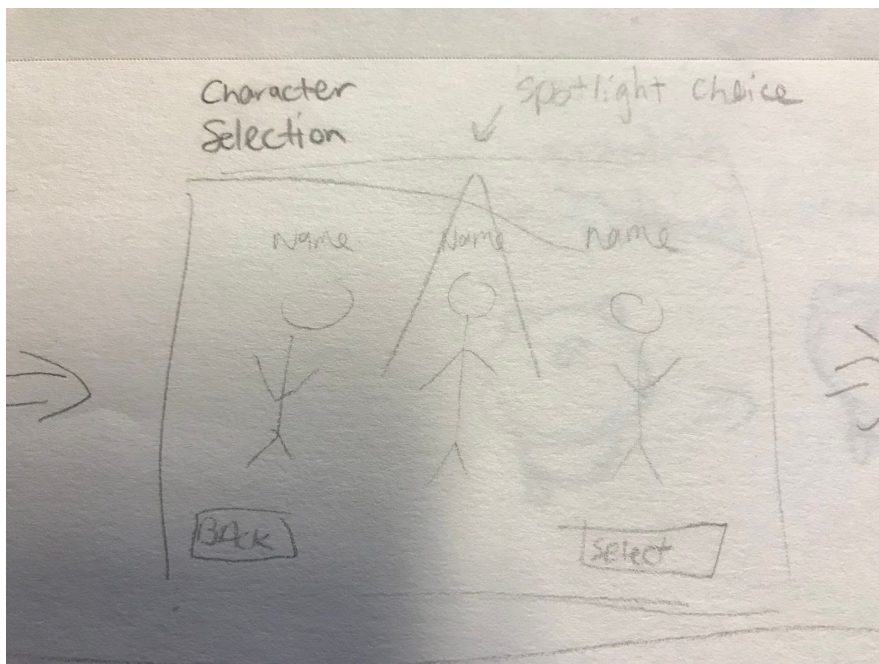
V. Interface Sketch



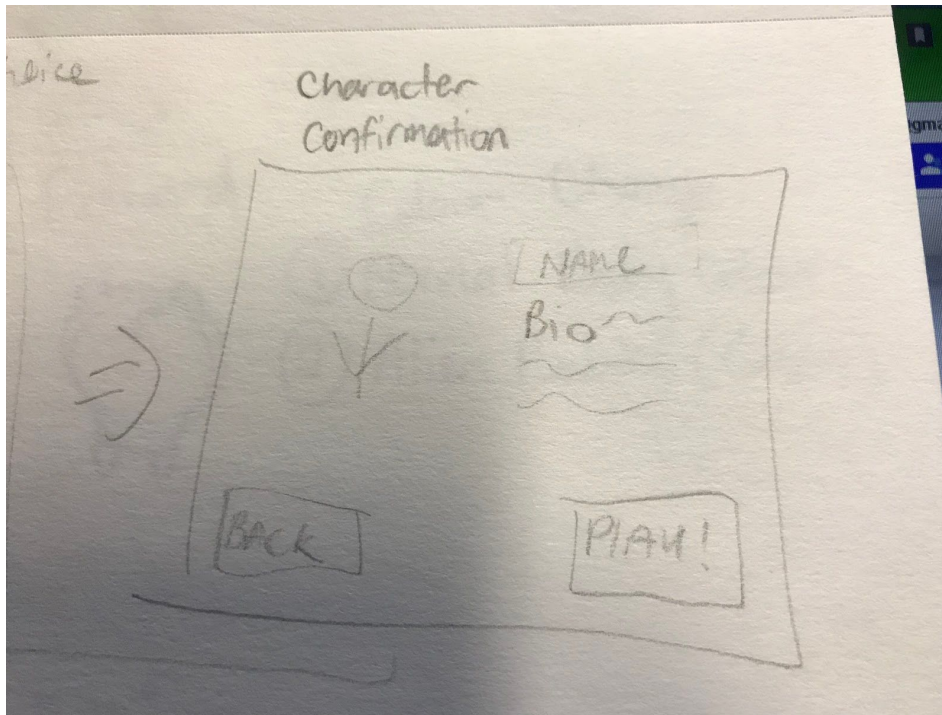
Storyboard



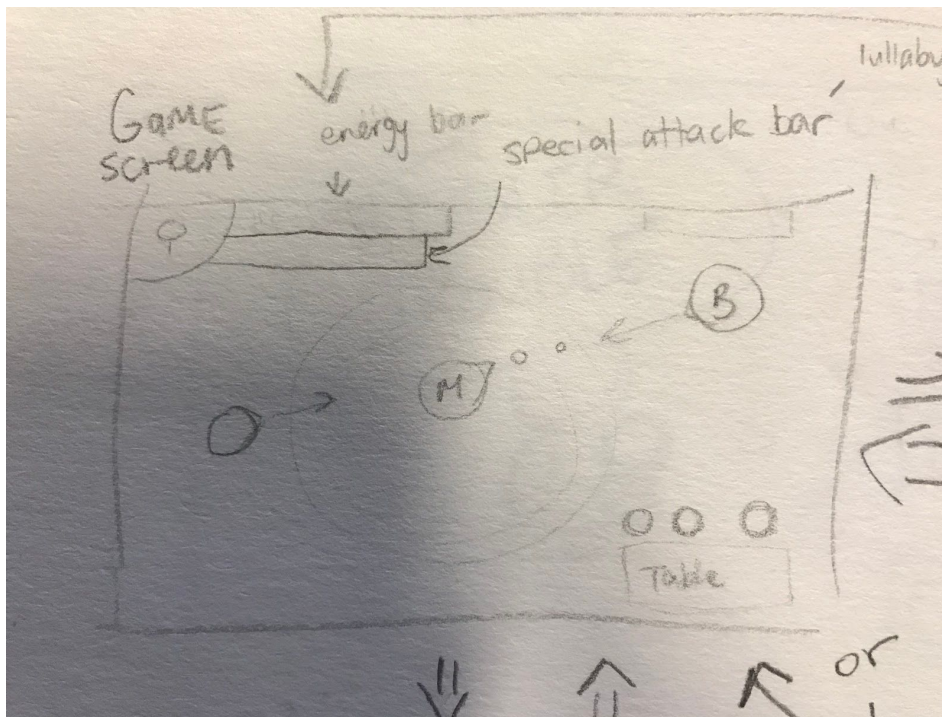
Menu Screen



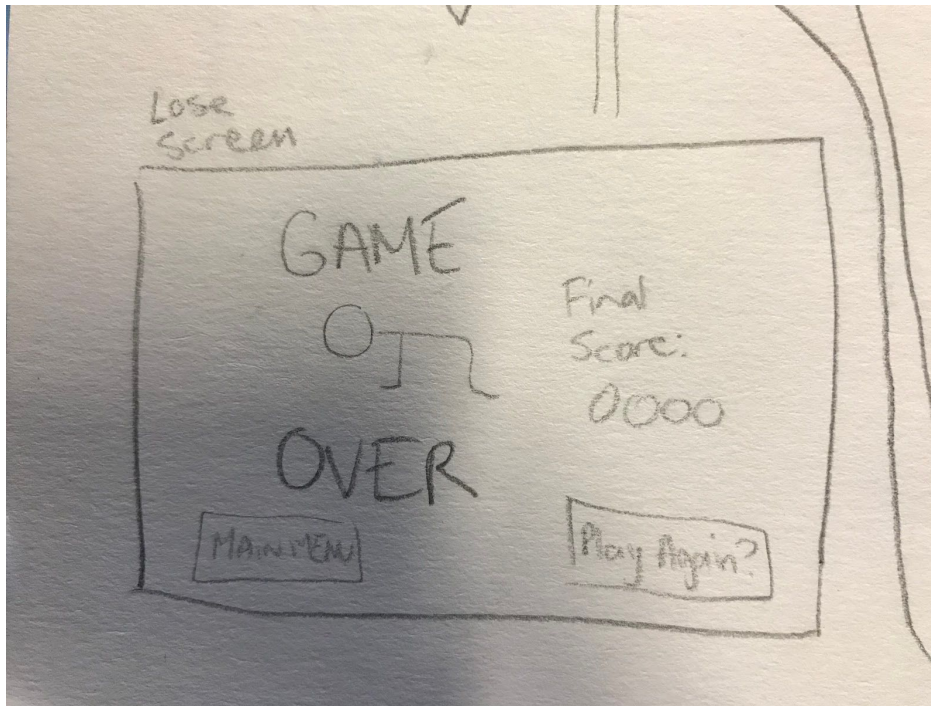
Character Selection Screen



Bio and Confirm Character Screen



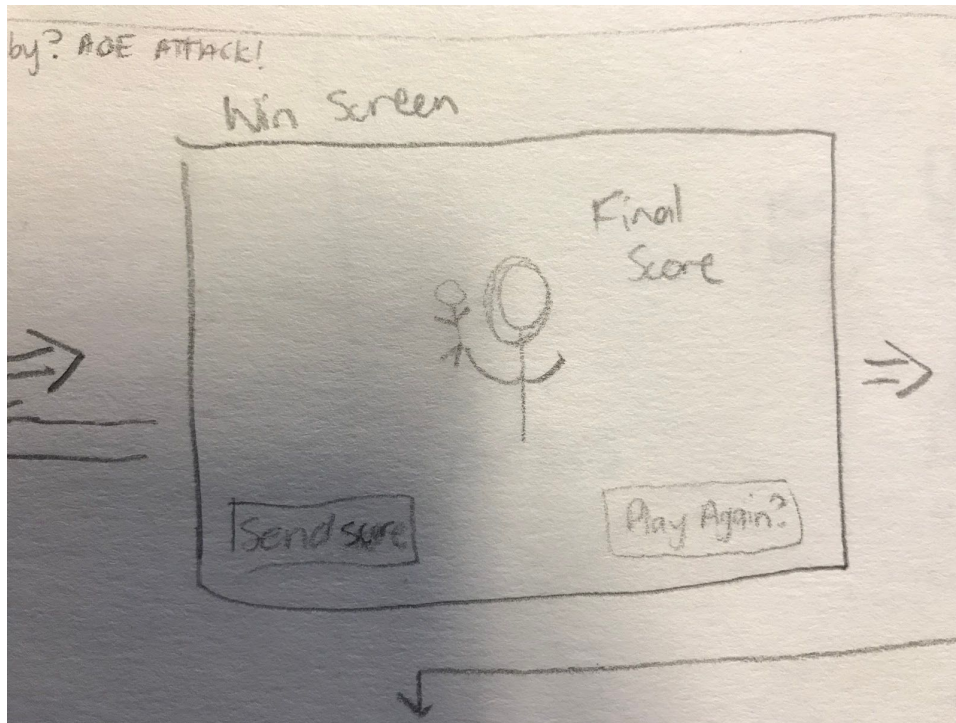
Gameplay Screen



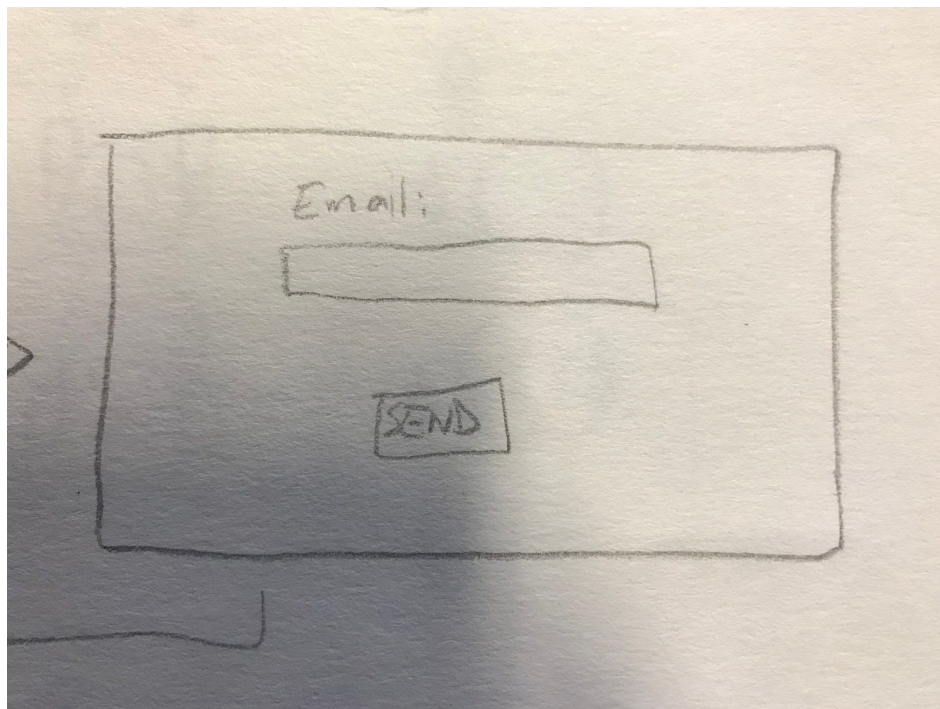
Game Over Screen



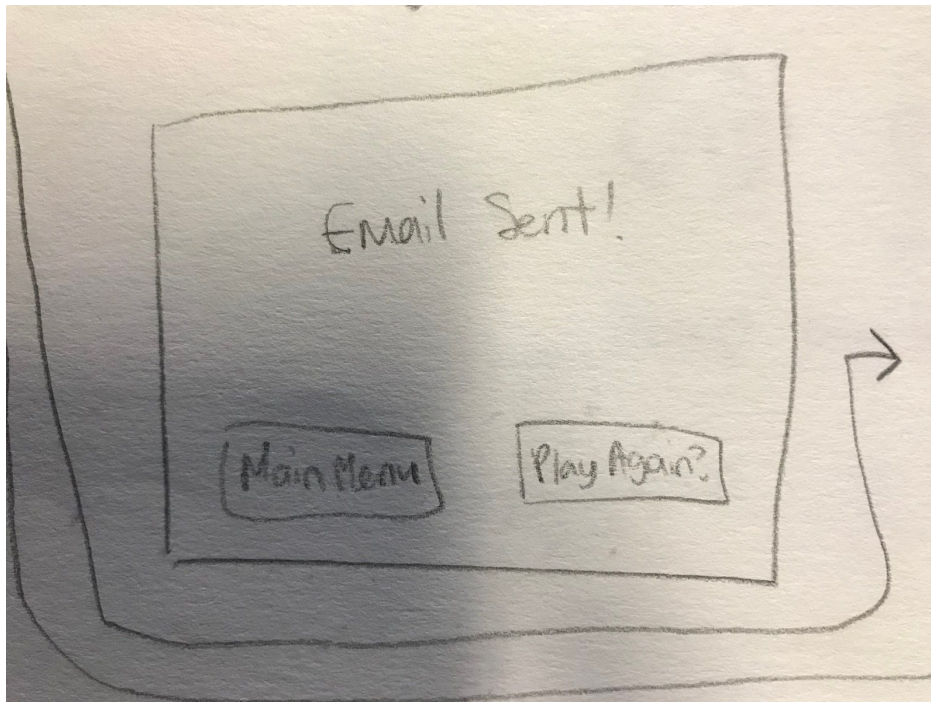
Level Complete Screen



Win Screen

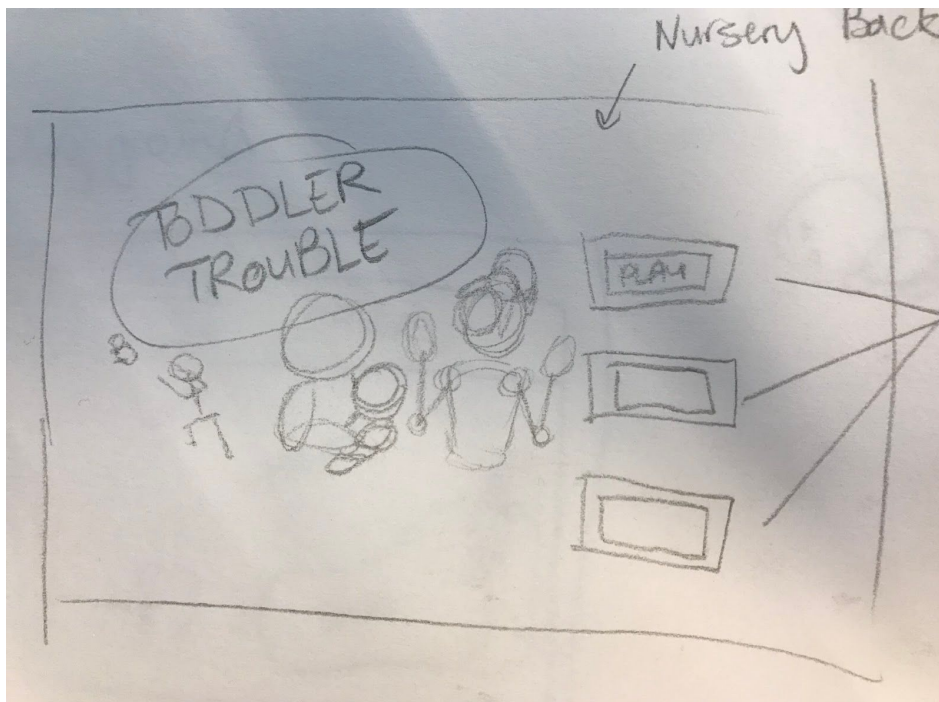


Email Screen



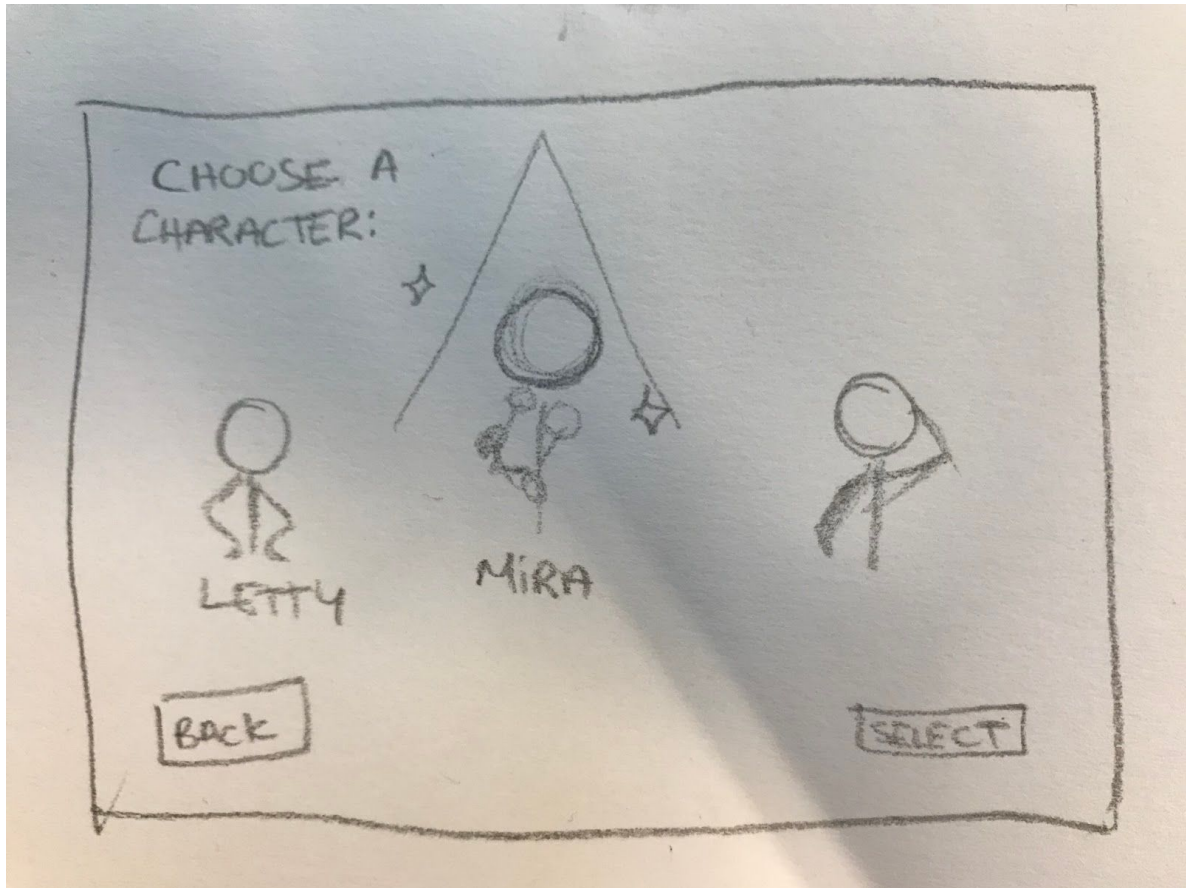
Email Sent Screen

VI. Menu and Screen Descriptions



Menu Screen

The main menu; players can select options, instructions, and the play option from this menu.



Character Selection Screen

Choose a character from this screen.

VII. Game World

The game takes place at a daycare for toddlers and babies.

VIII. Levels

Level 1: Animal babies - Player has to face fewer and calmer babies.

Level 2: Animal, Vampire and alien babies - Higher number of babies. Babies from the first level return in this level. Vampire and alien babies are more aggressive than the animal babies.

Level 3: (Boss Level)- Has all babies from the previous levels. Number and speed of babies increases. Also includes the Boss Baby. If you pacify the boss baby, all other babies are also happy and you win the game.

IX. Game Progression

The player advances to the next level when they pacify enough babies. Through the game the player faces obstacles as different types of babies. These babies range from harmless to extremely cranky. The levels get harder as you progress and the babies get more aggressive. In the last level you must defeat the Boss baby to prove your role as top childcare worker.

X. Characters

- ❖ Letty Grey: An elderly woman running her own daycare. Uses a cane as a weapon. Is a locked character. Only available once the player achieves a high score of 1000 points.
- ❖ Nick Sun: An energetic young fellow who loves to work with children, and applies to the daycare for a part-time job. Uses a Bottle Bazooka as a weapon.
- ❖ Mira Bella: An energetic young lady who loves to work with children, and applies to the daycare for a part-time job. Uses a Bubble gun as a weapon.

XI. Enemies

- ❖ Boss baby - Leader of the babies. Most dangerous character in the game; Upon defeat, the game ends.

- ❖ Vampire, Alien babies - Intermediate danger level. Harder to pacify and faster than the animal babies.
- ❖ Animal Babies - Easiest to defeat. Slower than Vampire and Alien babies.

XII. Weapons

- ❖ Bottle bazooka - like a machine gun shooting baby bottles that pacifies the babies.
- ❖ Bubble gun - shoots bubbles that distracts the babies.
- ❖ Cane - Hits the babies so they are disoriented.
- ❖ Laser: Alien baby uses a laser to shoot at the player.

XIII. Items

- ❖ Cupcake: First-aid kit. Replenishes Health. As the player pacifies the babies they occasionally get a cupcake to increase their health points.
- ❖ Used diapers: Dropped by babies; Loses health points. Occasionally dropped by naughty babies.

XIV. Abilities

- ❖ Baby Boss - drink secret formula bottle > heals himself/drinks an energy drink to not fall asleep.
- ❖ Vampire baby has the ability to bite the player and rejuvenate himself.
- ❖ All babies have the ability to drain the player's health points if they catch him/her.
- ❖ Lullaby: Stops babies for 3 seconds. The babies fall asleep and do not move for 3 seconds
- ❖ Stunning cry: stuns the player if they are within radius of the cry.

XV. Script

TBD

XVI. Scoring

- ❖ 50 points: Animal Babies
- ❖ 100 points: Vampire, Alien babies
- ❖ 500 points: BOSS baby

XVII. Sound Index

- ❖ *Haydn Baby Concerto - Third Movement (Opening Theme)*
- ❖ *Chocolate Box (Level 1 Theme)*
- ❖ *A Wacky Time (Character Selection)*
- ❖ *Tumbling (Level 2 Theme)*
- ❖ *The Spirit Of the Game (Death Music)*
- ❖ *'Nom' (Vampire Baby sfx)*
- ❖ *'Quack' (Cane sfx)*
- ❖ *'Grr' (Animal Baby sfx)*
- ❖ **laser sound* (Alien Baby laser sfx)*

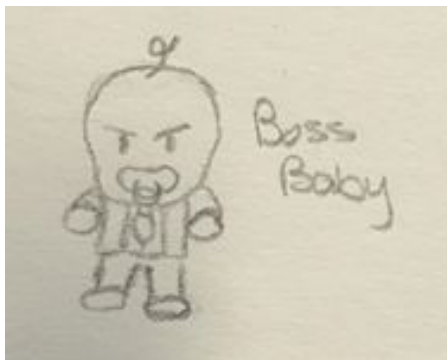
XVIII. Story Index

You are an eager individual who loves working with children. You go to an interview and are subsequently hired as a nursery worker. Little did you know that the babies you are hired to watch are not normal babies. The worst part is, these babies are not happy campers and are extremely cranky. If you wish to please your boss and protect your job you must calm these babies and become the ultimate Baby Whisperer.

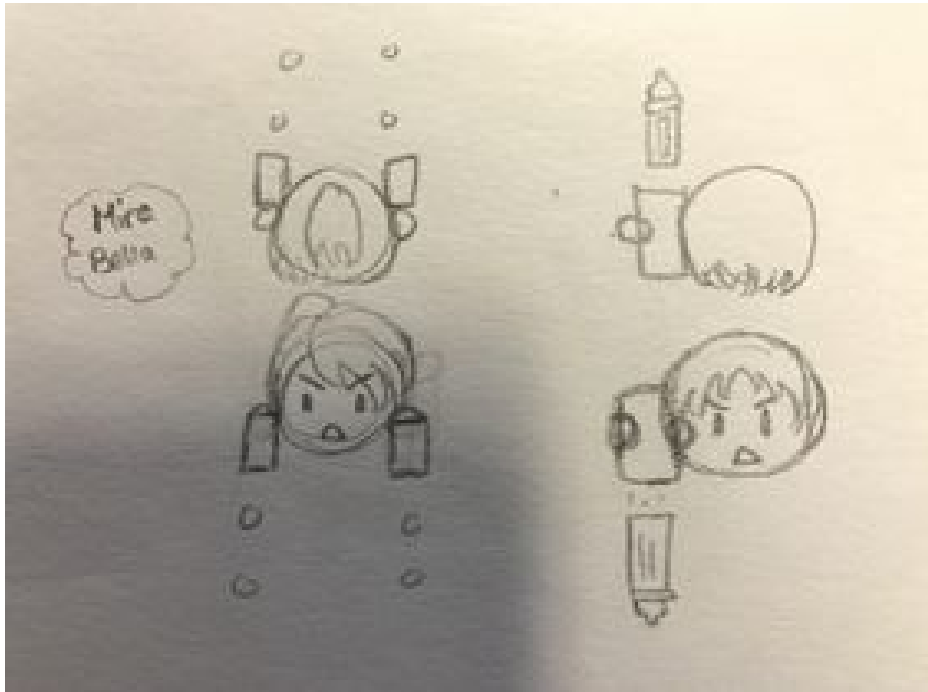
XIX. Art / Multimedia Index



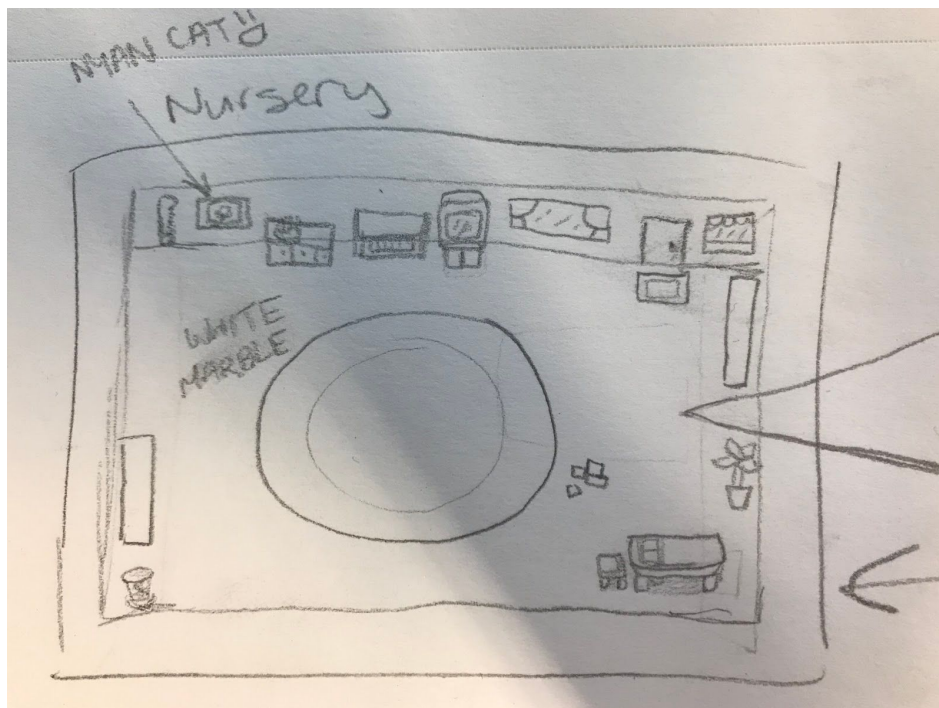
From left to right: Mira bella, Letty Grey and Nick Sun.



Boss, Animal, Vampire and Alien Babies.



Mira bella with the bubble gun. Nick Sun with the bottle bazooka.



Nursery

XX. Future Features

- Send highscore to email (instead of saving game/score)
- Cheat codes that give players upgrades/bonuses