“Outside The Box”

Design Document

1. **Game Specification**

1.1 Background Fiction

Outside The Box is set approx. 30 years in the future, after a small percentage of the human population started exhibiting extraordinary psychic and paranormal abilities. Because people fear what they do not understand, governments chose to imprison these psychics in special internment camps. Psychic-detecting technology was developed to keep psychics off the streets and in the camps where they belonged.

In our game, you play a young psychic hero born with the extra ability to pass unnoticed through these psychic-detectors. You were born to psychic parents in the internment camps, and set free as a baby because you appeared to be a normal child. Now that you and your psychic powers have grown in secret, you make it your mission to rescue your parents from imprisonment.

1.2 Tone

While the story behind Outside The Box is pretty dark, the actual tone of the game will be fairly lighthearted. The theme of the game is that it’s okay to think and do things differently from everybody else. It’s okay to be “not normal.” And sometimes it’s necessary to fight the status quo. Our art and music design is going to take a lighter tone, one appropriate for either children or adult players.

1.3 Gameplay

Outside The Box will be a stealth and puzzle solving game with a psychic twist. The player will use their psychic powers to progress through levels, gather information, open locked doors, sneak past guards, etc. In Outside The Box, we want players to use their awesome psychic powers to think *outside the box* to solve problems. Combat is a last resort.

1.4 Experience/Leveling

Experience allows the player to increase the amount of powers in their repertoire and increase the amount of psychic mana they can use for powers. A player’s mana amount is dependent on the amount of experience a player has received overall. The player can also spend experience points to unlock new psychic powers. Note: Spending experience points does not decrease the player’s total mana pool.

Experience will be awarded in relatively small amounts at the end of each level. If the player completes every section of the game, they will be awarded enough experience to unlock a few powers. In addition, there will be several tokens in each section/level that will award larger experience bonuses. The game will be winnable without finding these tokens, but the player will be able to access a larger variety of powers and a greater amount of mana if they pursue them.

The player will not be bound by a leveling system and will be able to unlock new powers at any point in the game if they have the experience points to spend. Mana will increase automatically with the award of experience points.

1.5 Psychic Skills/Powers

Psychic powers can be equipped to certain keystrokes and used by the player. Powers are equipped through a menu. The exception to this is the telekinesis power, which will be bound to a certain key at all times.

At the start of the game, the player starts with four basic powers: Telekinesis, Psychic Bolt, Mind Read, and Psychic Dash. Telekinesis is the most fundamental power for the game works in a different manner than every other power available. When the player presses the telekinesis key, they will enter a select mode. The game action freezes and all selectable objects on the map will become highlighted. Once the player has selected a highlighted object, they will enter a movement mode in which game action will resume. In this mode the player will move the object with the WASD controls. In either select or movement mode, the user can press x to exit and return to normal gameplay mode.

Mind read is an ability that reveals dialogue boxes from npcs that indicate thoughts. These dialogue boxes provide hints about puzzles and humorous easter eggs for the player to enjoy. Psychic bolt is a basic offensive projectile ability that inflicts minor damage on an opponent. This ability will be weak and only a last resort for the player. Psychic dash is an ability that allows the player to dash forward a set distance at a rapid speed. This dash can be used to scale gaps and run through traps before they can trigger.

The remaining unlockable psychic powers are given with descriptions and estimated experience cost:

1. Confusion: Disables an enemy for 10 seconds.

-Cost: 5000 xp

1. Clairvoyance: The player is given a hint for how to complete the current puzzle.

-Cost: 5000 xp

1. Psychic Shield: A wall of psychic energy that protects the player from any damage (drains mana over time).

-Cost: 8000 xp

1. Illusory Decoy: Creates a decoy that draws enemy attention

-Cost: 10000 xp

1. Induce Paralysis: Induce paralysis in enemy for 10 seconds

-Cost: 20000 xp

1. Mind Control: Take control of an npc for 10 seconds.

-Cost: 20000 xp

1. Fire/Ice/Lightning Bolt: Upgrades to the psychic bolt power that inflict greater damage and have special side effects. Lightning paralyzes enemies and damages electrical equipment while ice freezes an opponent for an amount of time or disables a trap. Fire does additional damage over time by burning an enemy. Fire can also burn flammable objects (wooden doors for instance).

-Cost (Ice): 5000 xp

-Cost (Fire): 15000 xp

-Cost (Lightning): 25000 xp

1. Slow Time: Enemies and traps slow down for 10 seconds

-Cost: 25000 xp

1. Invisibility: You are invisible to npcs/enemies for 10 seconds.

-Cost: 28000 xp

1. Levitation: The player floats above the ground and moves faster. This power also allows the player to scale larger gaps.

-Cost: 30000 xp

1.6 Health/Mana

Health is kept at a fixed total. When the player is dealt damage, the player health amount decreases. Health will be displayed with a red bar on-screen. Health regenerates over time to compensate for the fixed health total .

Psychic mana is used to unleash psychic powers. Every psychic power uses some amount of mana. Some powers, such as levitation, use mana over time. Others cost a certain amount to use. Mana will regenerate, but at a slower pace to limit the player.

**2. Class Specification**

2.1 UML Diagram

Link to full sized UML class diagram: <http://i.imgur.com/yskpQ2T.png?1>

**3. Asset Specification**

3.1 Art

The art for Outside the Box will be pretty cartoony and silly looking. As the hero of our game is a extraordinary character in a game full of “normies” we really want to emphasize the look of what “normal” is, to almost make it look kind of silly compared to how the main character looks. All of the enemies are going to be business types, dressed in suits and the typical black and white. The main character is almost the same, except he wears a box on his head and a tie around his arm.

3.2 Sound

We want everything that is done in the game to have some sort of audible response.

3.3 Music

The music for the game will be pretty upbeat, as we’re going for a more light tone to our game. We may even switch music depending on if you’ve been spotted or not. Funk will be the name of the game, if this game takes place in a world full of business types, you’d think that the type of music that could accurately describe this world is jazz. Since our main character is here to shake things up, we’ll use funk as our main genre of music.

**4. Division of Work**

Coding

· AI – Jacob

· Collision – Jacob

· Input – Femi

· Screen state management – Pat/Bobby

· Object interactions – Bobby/Pat

· Experience, Health, and Mana – Bobby/Pat

Design

· Story - Femi/Pat

· Level/puzzle design - Pat/Femi

· Art design (in cooperation with Mayris, our art person) – Femi/Pat

· Sound/music design – Femi