

PAPER CUTS

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STORY OVERVIEW

Ripley is a young boy who suffers from a deathly illness. In his spare time he likes to create imaginary worlds and friends from paper and glue. His favorite is "Rip", a cardboard boy with a box-head that can hold his belongings. Not always able to run and play with other kids, Ripley uses Rip to explore and play in the Paperworld. Staying home in your room doesn't seem quite as bad when you can create your own adventures!

One night, Ripley has a bad flare of his illness and is put to bed. He wakes up in his backyard as Rip and realizes that everything is made out of paper. Soon he meets Tess, who explains that the evil Paper Witch and her minions have kidnapped his family and are holding them hostage! As they begin their rescue mission, Tess is kidnapped by a Squirrel Minion. To reach her, Rip must first conquer the backyard. On his way, he finds a pair of scissors which will help him solve puzzles in this paper world. Rip makes his way across the yard and rescues his dog, Biscuit, before climbing the tree to the attic. He finds a glue gun and travels across the attic and finds Tess imprisoned in an old mirror. As soon as Rip frees her, she runs off in search of something. Rip continues on alone and finds a door that opens into the pantry. Hearing Mom's cry for help, Rip solves puzzles to make his way into the kitchen and rescues Mom from a Sauerkraut Minion. Entering the living room, Rip sees Dad held hostage by a Squid Minion. He solves puzzles to cross the room and free Dad. Rip learns that the Paper Witch is waiting for him in his room. Rip's room is filled with riddles which reveal that the Paper Witch is death and that this dream is his fear of illness and losing everything. Rip confronts the paper witch and, thanks to Tess and the match she found, the Paper Witch is defeated!

Ripley wakes up back in the real world, with his mother at his side, holding his hand. He feels much better and, looking out his window, he sees a girl that looks familiar. Realizing that she is Tess, his friend from the Paperworld, they wave to each other and Ripley is filled with hope for tomorrow.

CHARACTERS

Rip

Ripley

Role: Main Character

Ripley is the primary protagonist of our story.

Ripley is a young boy suffering from a harsh form of illness that seems to only continue to get worse. In his play time, Ripley likes to create a paper craft world where he's the main character. Ripley is a somewhat timid child due to his illness.



Rip

Role: Main Playable Character

About: Ripley's manifestation of himself inside of his make believe paper world. Rip's anatomy is that of a boy made out of cardboard, with a cardboard box for a head, where he stores all his tools.



Tess

Tess

Role: Rip's friend

About: Rip's friend and companion within the paper world. Tess is actually Ripley's next door neighbor in real life. She has a playful and stubborn personality.



Mom and Dad

Mom and Dad

Role: Ripley's Parents

Mom: Ripley's mom is a sweet, kind hearted woman with a very quirky personality. While she means well, she is prone to making huge messes, especially in the kitchen.

Dad: Ripley's dad is an architect by trade, and a very high energy guy. He enjoys his television and comfortable couch when not working long hours at the office.

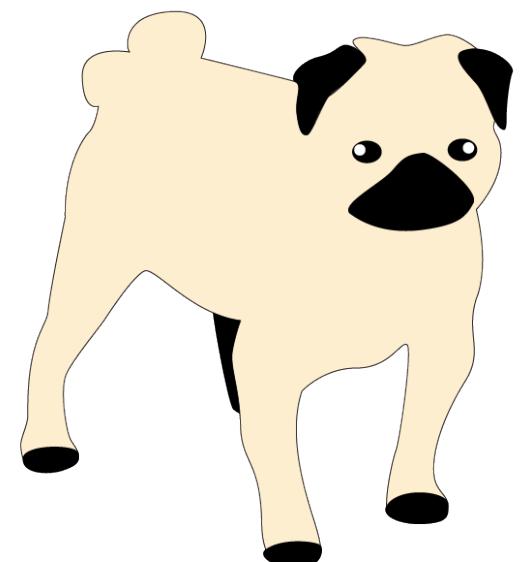


Biscuit

Biscuit

Role: Ripley's dog

About: Biscuit is a pug with a lovable personality. She has a strong sense of loyalty to Ripley, and is abnormally intelligent as far as dogs go.



Paper Witch and Minions

Paper Witch

Role: Ripley's Enemy, the main threat

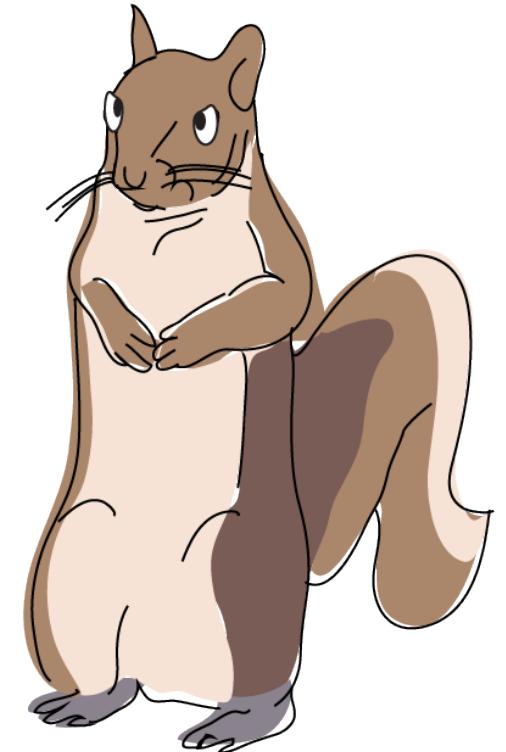
About: The Paper Witch is the evil force and the primary antagonist. She is responsible for the kidnapping of Ripley's mother, father, dog, and Tess. The Paper Witch symbolizes Ripley's illness in the real world and his struggle with the illness.



Squirrel

Role: Backyard Minion, kidnaps Tess

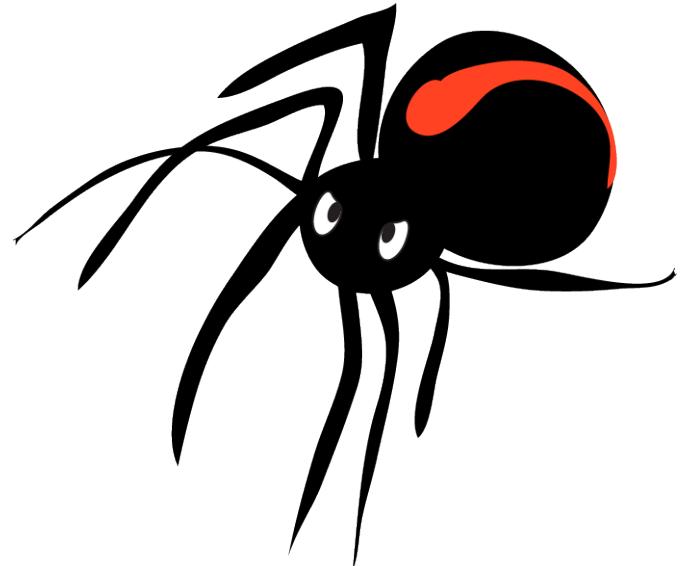
About: The squirrel, taker of all of Biscuit's chew toys, treats, and sanity. Ever since squirrel moved into the hole in the backyard maple tree trunk, Biscuit hasn't had a good night's rest. Not to mention the random acorns that Biscuit gets hit with... stop the squirrel to save your dog's sanity before it's too late!



Spider

Role: Attic Minion, defeat him to rescue Tess

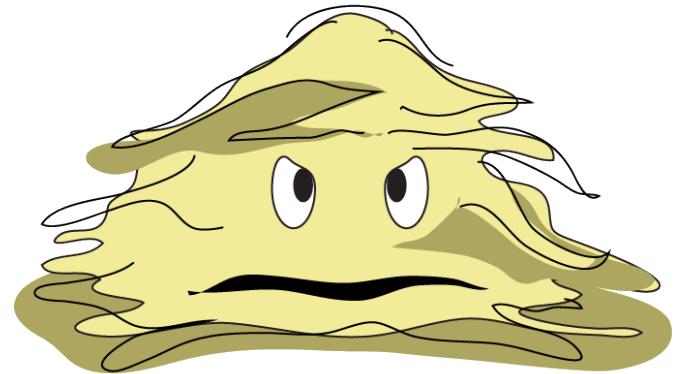
About: One Thanksgiving weekend, Ripley's mother slaved all day in the kitchen, preparing everything- stuffing, turkey, baked beans, cranberry sauce the whole she-bang. When she finally finished, sitting down with her beloved family, just about to dig into the meal that consumed her life, she saw, a spider. Contaminating her hard work. No further explanation is required.



Sauerkraut

Role: Kitchen Minion, holding Mom hostage

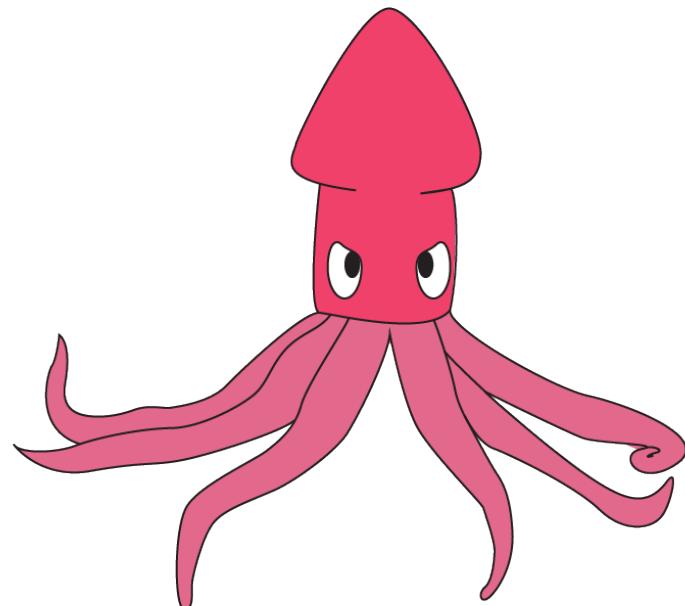
About: Ripley doesn't like when his mother makes him sauerkraut, it's one of his biggest fears. Sauerkraut does not like children.



Squid

Role: Livingroom Minion, holding Dad hostage

About: Due to an unfortunate fishing accident involving a squid and a plastic six-pack soda can holder, Ripley's father does not like squids: not no way not no how. Squid will ink all over the livingroom if he's not stopped in time!



Items

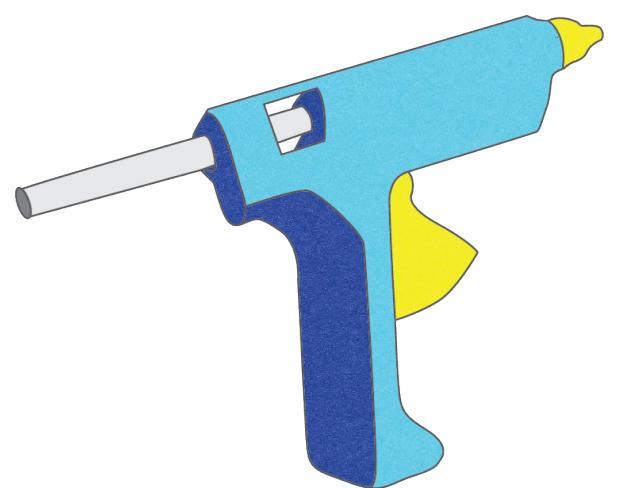
Scissors

Gives Rip the ability to cut things



Glue Gun

Gives Rip the ability to shoot glue and stick things together.



GAMEPLAY
AND
AESTHETICS

INTRODUCTION SCRIPT

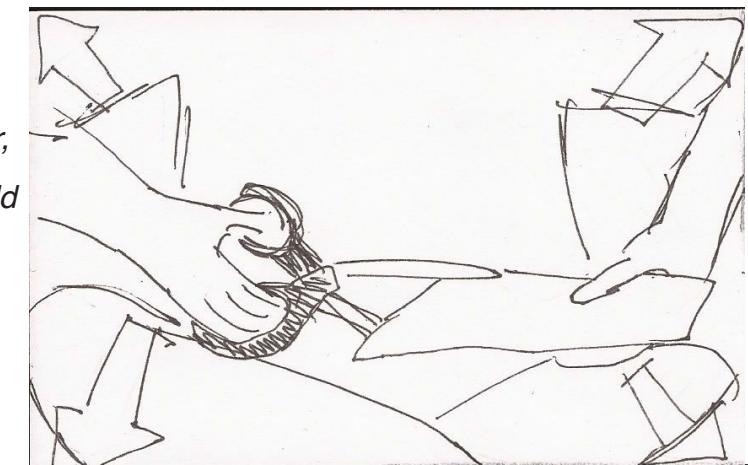
Setting: Ripley's bedroom

Ripley is sitting with his legs crossed, on the floor, playing with his paper craft toys in the paper world that he also created when his parents walk in.

((Time for bed))

Dad: How are you feeling tonight Ripley?

Ripley: *pouty* Even worse...



Mom and Dad look at each other with a concerned look

Mom{to dad}: It hasn't been this bad in over a year...

((Ripley gets into bed))

Mom: Well... try to get some sleep, honey. You never know, you might wake up feeling great.

Mom and Dad kiss Ripley on the forehead good-night.

Dad: Sleep tight, don't let the bedbugs bite!

Scene fades to black...



GENERAL ACOUSTICS

General Sounds:

- Main/title screen music
- Menu-option selection sound
- “Acquisition” sound (for when you pick up tools)
- Paper-cutting noises (perhaps a few pitches for different sized objects/paper thicknesses)
- Glue-shooting noise
- Glue landing/sticking noise
- Objects sticking together
- Hopping/jumping noise
- Pause/unpause sounds
- Bad chord when fall too far
- Bad few notes when death/level restart occurs
- Thought-bubble “pops” when appears and when disappears
- Confirmation chords as friends are saved
- Ominous music for minion minigames

BACKYARD

Script and Storyboard

Level 1 Scene 1

Setting: Backyard in the paper world

Ripley slowly wakes up, noticing that things look really strange and feel different than usual.

Ripley: Wow... Where am I? This place looks familiar...

Ripley realizes that he's actually in the body of Rip, his make believe character that he created in real life.

Rip: Oh my gosh! How is this -- I don't...! *Rip looks at himself and laughs.* Biscuit's house... Where are ya Biscuit? Come here!

Tess: ((Rip! What are you doing?))

Rip: Who are you? Why are you in my backyard?

Tess: I'm Tess, we're friends, silly! Come on, follow me!!

Tess grabs Rip's hand and begins to run off

Rip: Wait-- help me find my dog! I can't find her anywhere. What is going on?

Tess: Wait, you don't know?

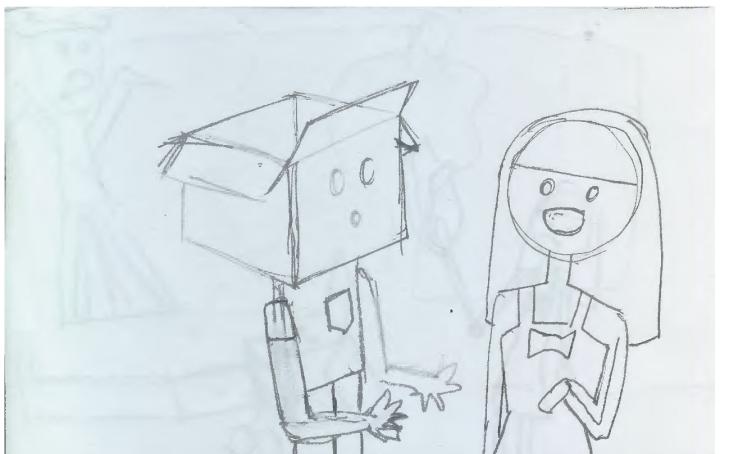
Rip: Huh? Where's my dog? Where's my mom and dad?

Noticing that Rip is upset, Tess explains

Tess: The Paper Witch has taken your mom, your dad, and your dog. We have to rescue them!

Rip: Who is the Paper Witch?

Tess: She's ugly, mean, and has taken over this place. Don't worry, we can defeat her...together.



Suddenly, an ominous tune invades the airwaves. An evil squirrel approaches menacingly. In the blink of an eye this squirrel whacks Rip with an acorn and kidnaps Tess! Still dazed and unable to keep up, you hear them go up in the attic of the house as Tess' voice fades in the distance.

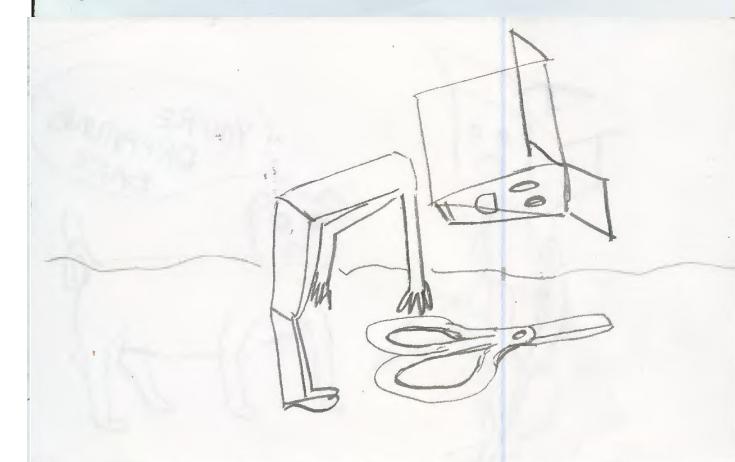
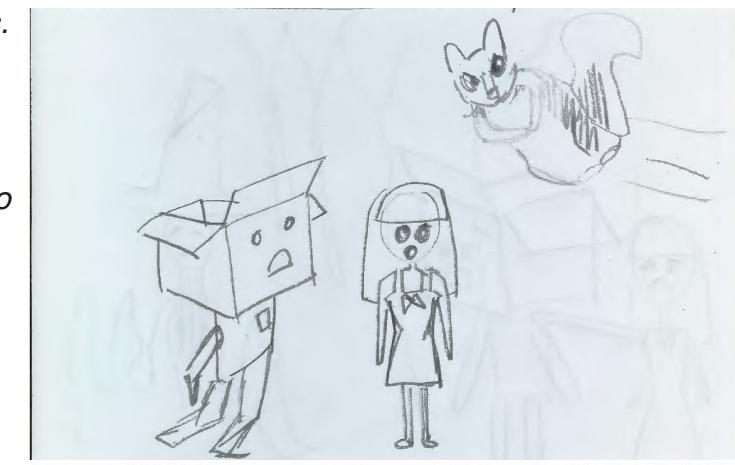
Tess: ((Save me Rip!))

Rip: Okay! I'm coming Tess!

Rip finds scissors

Rip: (to himself) Sweet! This could come in handy.

Backyard gameplay begins



Level 1 Scene 2

Setting: End of the backyard, near the tree trunk

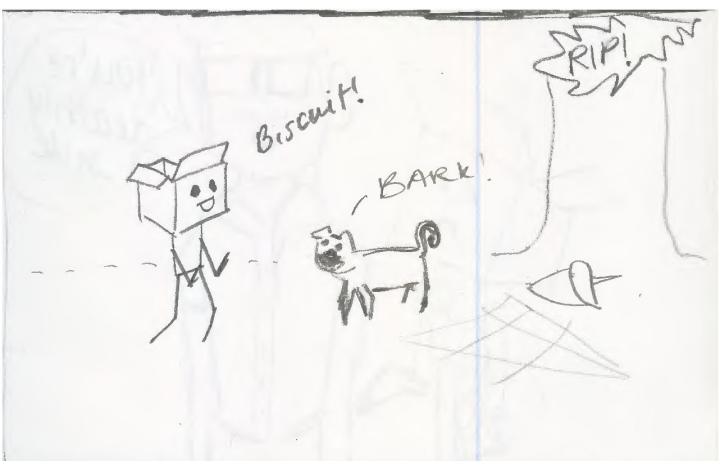
Rip saves his dog, gameplay ends

Rip: Biscuit!

Biscuit: bark! bark! {wags her tail}

Tess: ((Rip!!! I'm up here in the attic!))

Rip climbs tree to the attic



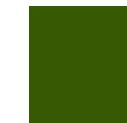
Level Map**Level Description**

This is Rip's backyard. He begins by the doghouse and makes his way to the first puzzle. There is a flower pot that he can't jump over. However, there is a flower coming out of the pot with an acorn attached to it via a vine. Rip can cut the vine and use the acorn to reach the top of the flower pot.

After that is the sand shovel puzzle. A spider web is connected to the shovel in the sand. Rip must cut the spiderwebs and then stand on the shovel. This will make the shovel fall down and act as bridge for Rip to cross over a gap filled with deadly thorns. Rip, safely crosses the bridge and finds the stem catapult. The tip of the stem is bent and currently attached to the ground. When Rip cuts the tip, the stem will spring up and launch him up and over a tall ledge. Rip continues on to see a toy pinwheel, but he can't currently do anything with it. He walks past it and makes his way to a ladder and a tall pair of leaves. Behind the ladder is a spider. Rip decides that it would be wise to avoid the spider so he climbs the ladder instead of going past it. The spider sees you from below and tries to follow, but accidentally falls into a nearby pond. Rip then cuts down one of the leaves which falls into the pond. Thinking it could be used as a boat, he gets on, but realizes that he has no way of getting the boat to move. He goes back and gets the pinwheel, using it as a propeller to move the boat. Once he crosses the boat, he sees his dog, Biscuit trapped under a spiderweb. He sets Biscuit free and heads inside the tree so that he can reach the attic of his house from the outside.

**Color Swatches**

0x26C3F0



0x375903



0x83CC1B



0xB82A05

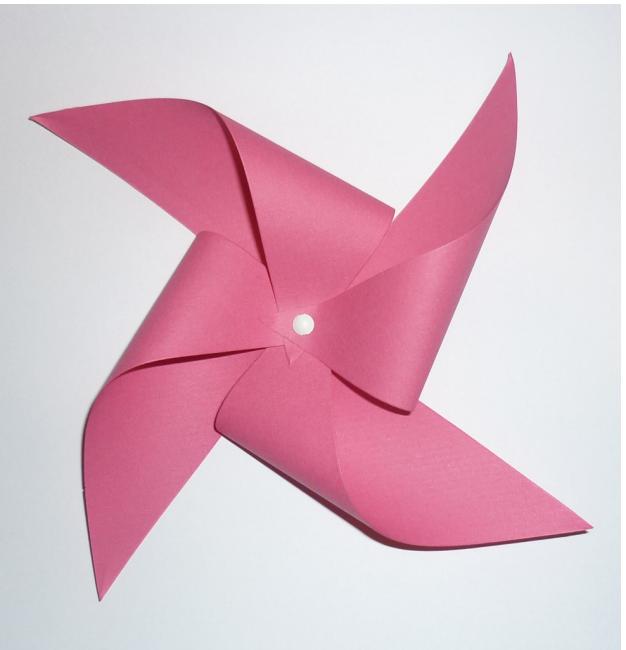
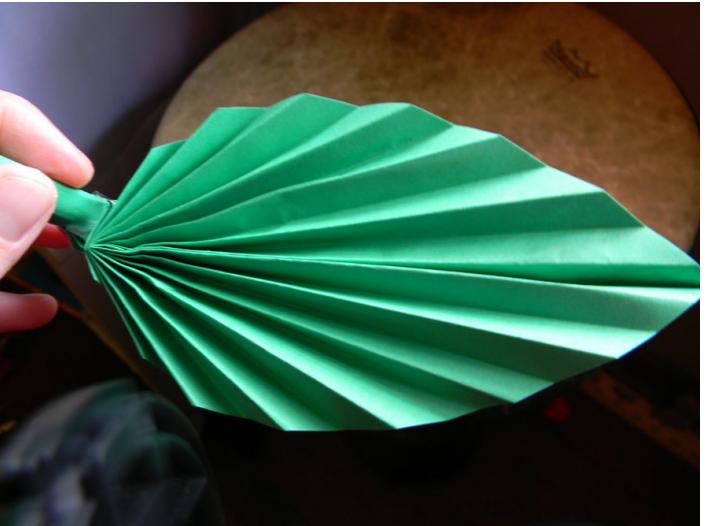


0x512304

Level Reference

PAPER CUTS

Photo Morgue



PAPER CUTS



Acoustics

Music: cheerful, like you're on an adventure. When minions appear, music turns ominous and scary

Background: birds chirping, perhaps some buggy noises and sounds of neighbors' kids and cars

Sound effects:

- Squirrel minion-noises
- Pinecone-thuds
- Flower springing back up
- Sound of walking on a plastic pail
- Spider web-cutting sound
- Plastic shovel-thud
- Catapult sound
- Pinwheel whoosh
- Spider scuttling
- Spider-death sound
- Pig leaf-splash
- Boat-moving/water sound
- Dog barking/panting (happy-dog noises)
- Leaves rustle as Rip climbs tree

ATTIC

Script and Storyboard

Level 2 Scene 1

Setting: Attic of the house, beginning

As Rip enters the attic he hears a muffled cry off in the distance.

Tess: ((Help!!))

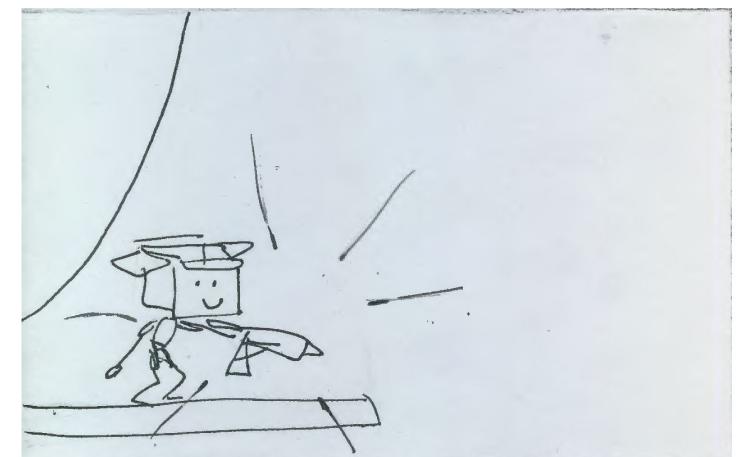
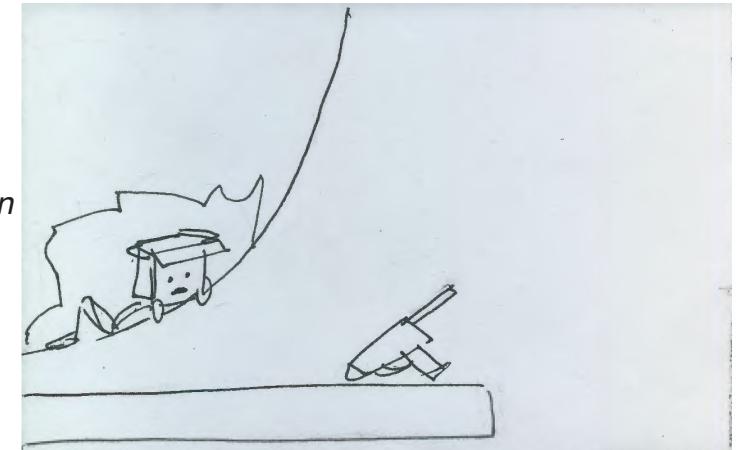
Rip: Tess! I'm coming!!

The attic is creepy, dimly lit, and there are spiders in spider webs and old stuff.

Rip finds a glue gun

Rip: A glue gun! I've always wanted one of these!

Attic gameplay begins



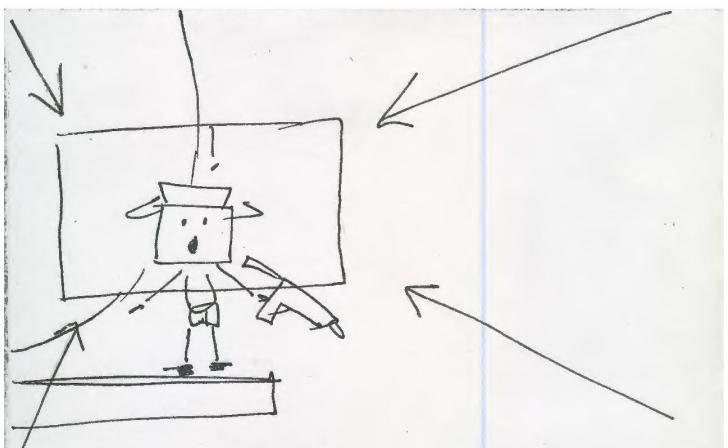
Level 2 Scene 2

Setting: Attic of the house, end of level

Rip finds Tess stuck in a mirror at the end of the level

Tess: Help! I'm stuck in here!

Rip: Okay, hang on!!

**Level 2 Scene 3**

Setting: Attic of the house, end of level

Rip saves Tess, getting her out of the mirror by solving a puzzle. A creepy wind blows through the attic, and the Paper Witch is heard faintly cackling.

Tess: This place is creepy, let's get out of here.

Rip: Where to now?

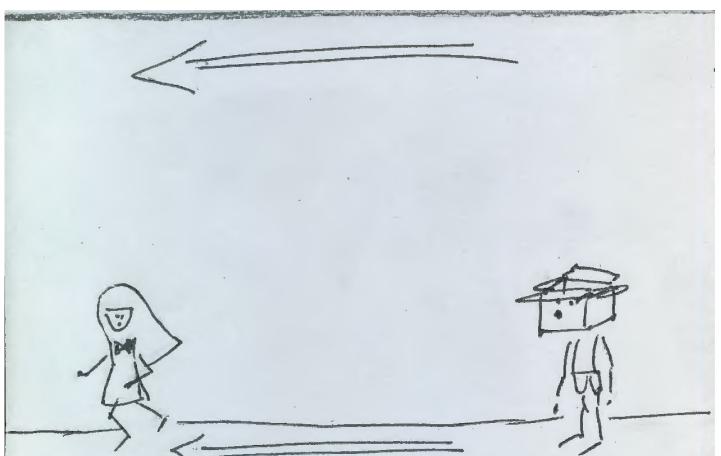
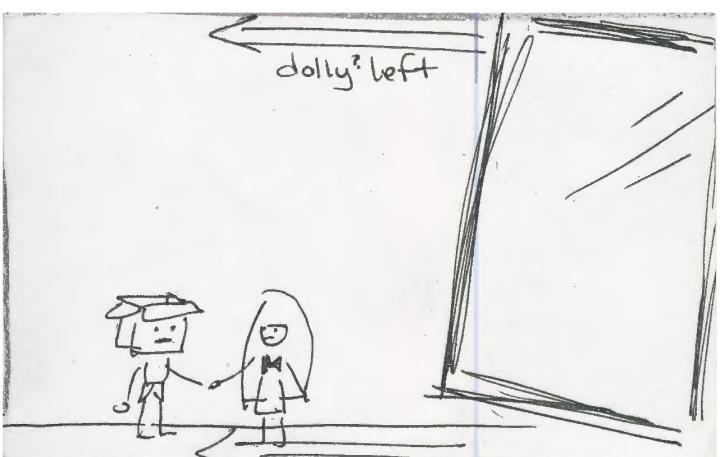
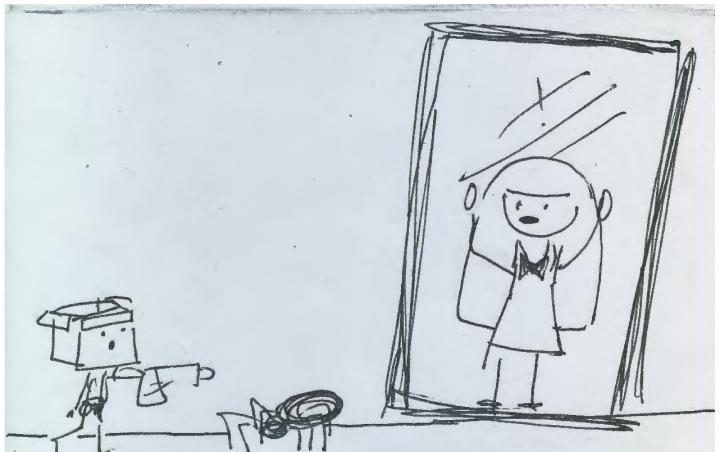
Tess: I heard the spider saying that your mom is held hostage in the kitchen. Go save her, I need to find something.

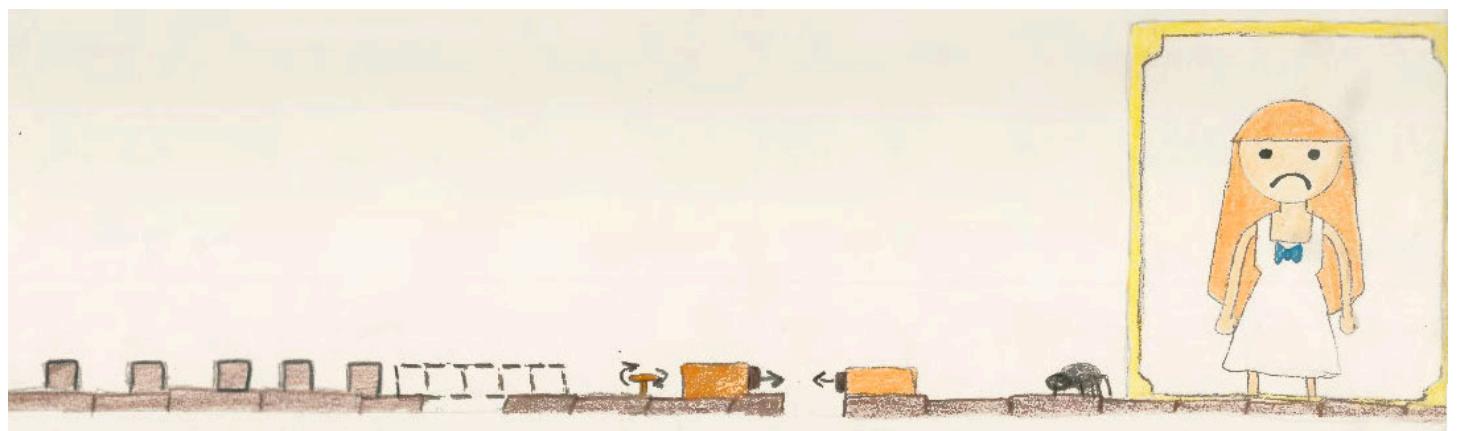
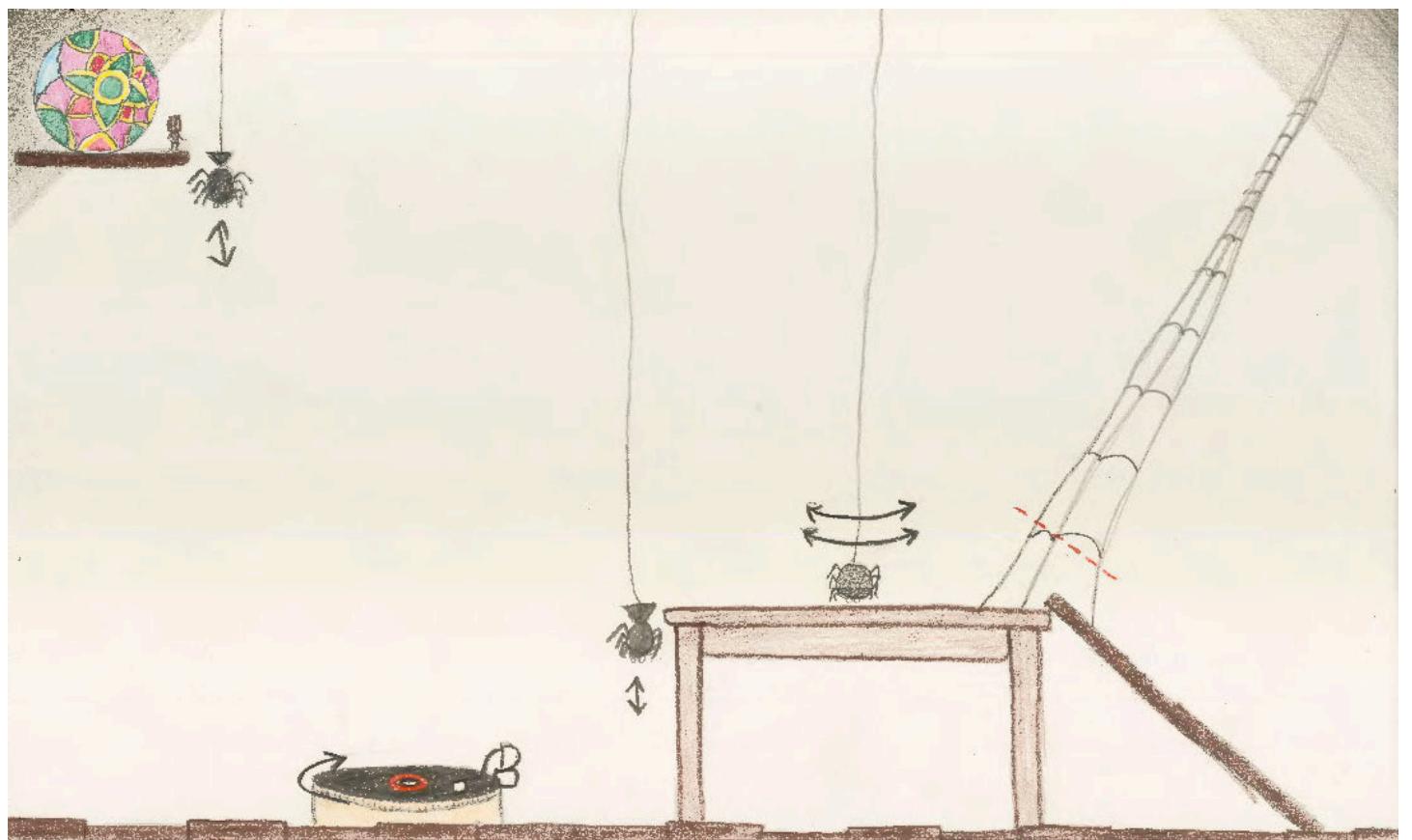
Tess leaves the scene

Rip: Wait, what are you finding?

Tess: ((You'll see, I'll be back soon!))

Rip goes through the floorboards, into the pantry of the kitchen.



Level Map**Level Description**

Rip manages to get into his attic via a crack in a small stained glass window. At the end of the small window sill is a spider with a platform on its back. Also right near the edge of the window sill is a small glue gun that Rip picks up. The spider only moves up and down upon contact with Rip. He steps on the platform and the spider takes Rip down to the floor of the attic. He makes his way over a record player which spins in the opposite direction that Rip is heading. After that he reaches another platform spider, but this one moves on its own. The spider takes him up on top of a table, where a deadly swinging spider is waiting for Rip to mess up. Rip times his movement and passes under the spider. He cuts through a spider web and heads down a ramp to take him back to the floor. Once there, he notices a large gap in the floorboards and five small blocks. He notices a glob of glue stuck to one of the sides of the blocks. He glues the blocks together to form a bridge, and uses it to cross the gap. Rip then makes his way to a wheel mechanism, and another gap in the floorboards. On each side of the gap are extending cylinders. Turning the wheel makes the cylinders extend out and touch each other (forming a bridge over the gap). Letting go of the wheel returns the cylinders to their original position. Rip glues one tip of a cylinder, so that when they connect, they get stuck together. He crosses the bridge and finds a foil mirror with a large piece missing. A wind draft comes and Rip sees the shard flying past him. Rip figures there is only one place the draft came from. He goes back to the stained glass window and sees the missing piece. He brings it back to the mirror and glues it on. That's when he notices that his friend Tess is trapped in the mirror. A minion appears and challenges him to a minion minigame.

Spider Minion Minigame - Mirror Puzzle

The mirror image of Tess is divided into a grid, and then five shards are taken out then shuffled. He must place the shards correctly in the right places to win. After doing so, Rip frees Tess and goes down a small hole into the kitchen pantry.

Color Swatches



0x512304



0x68472D



0xA97645



0xBA911E

Level Reference



Photo Morgue



Acoustics

Music: eerie and atmospheric.

Background: creaky floorboards, wind whooshes, spider scuttling.

Sound effects:

- Spiders moving along webs
- Spiders swinging on webs
- Old record player turning and making scratchy popping noise
- Spider web-cutting sound
- Squeaky metal turning wheel noise
- Spider minion-noises
- Wind whooshing
- Paper Witch laugh
- Confirmation “ding” when paper slip correctly placed

KITCHEN

Script and Storyboard

Level 3 Scene 1

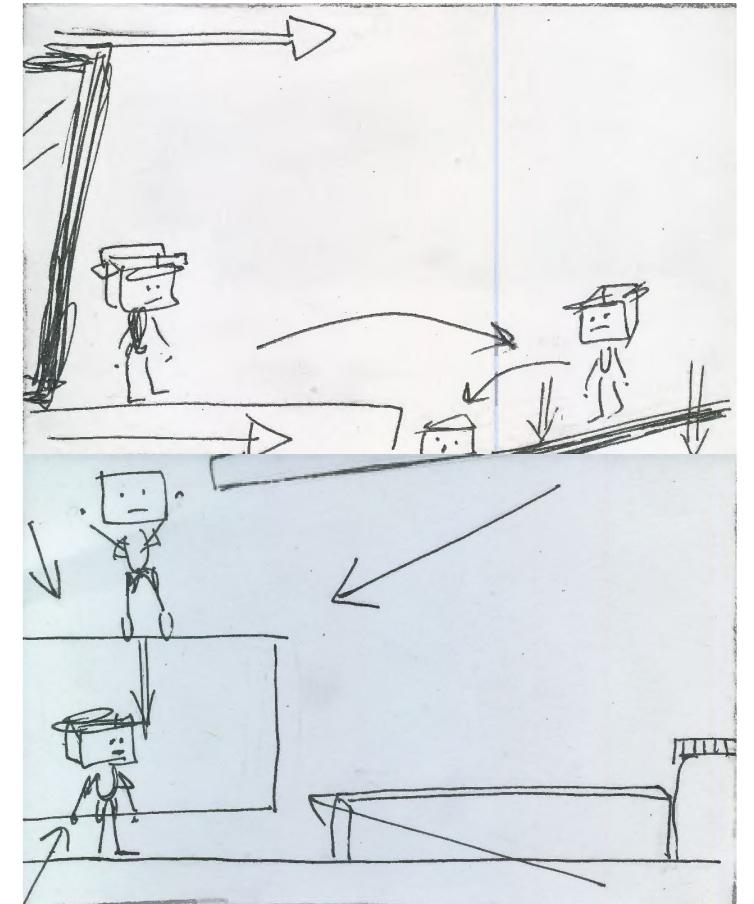
Setting: Kitchen pantry

Rip lands in the pantry, hearing his mom call out from across the kitchen

Mom: ((Rip! I'm by the stove, help me!))

Rip: I'm coming mom!!

Kitchen gameplay begins



Level 3 Scene 2

Setting: Stove

Upon successful completion of the puzzle Mom is rescued.

Mom: Oh thank you Rip! You're such a good boy!

Mom and Rip embrace.

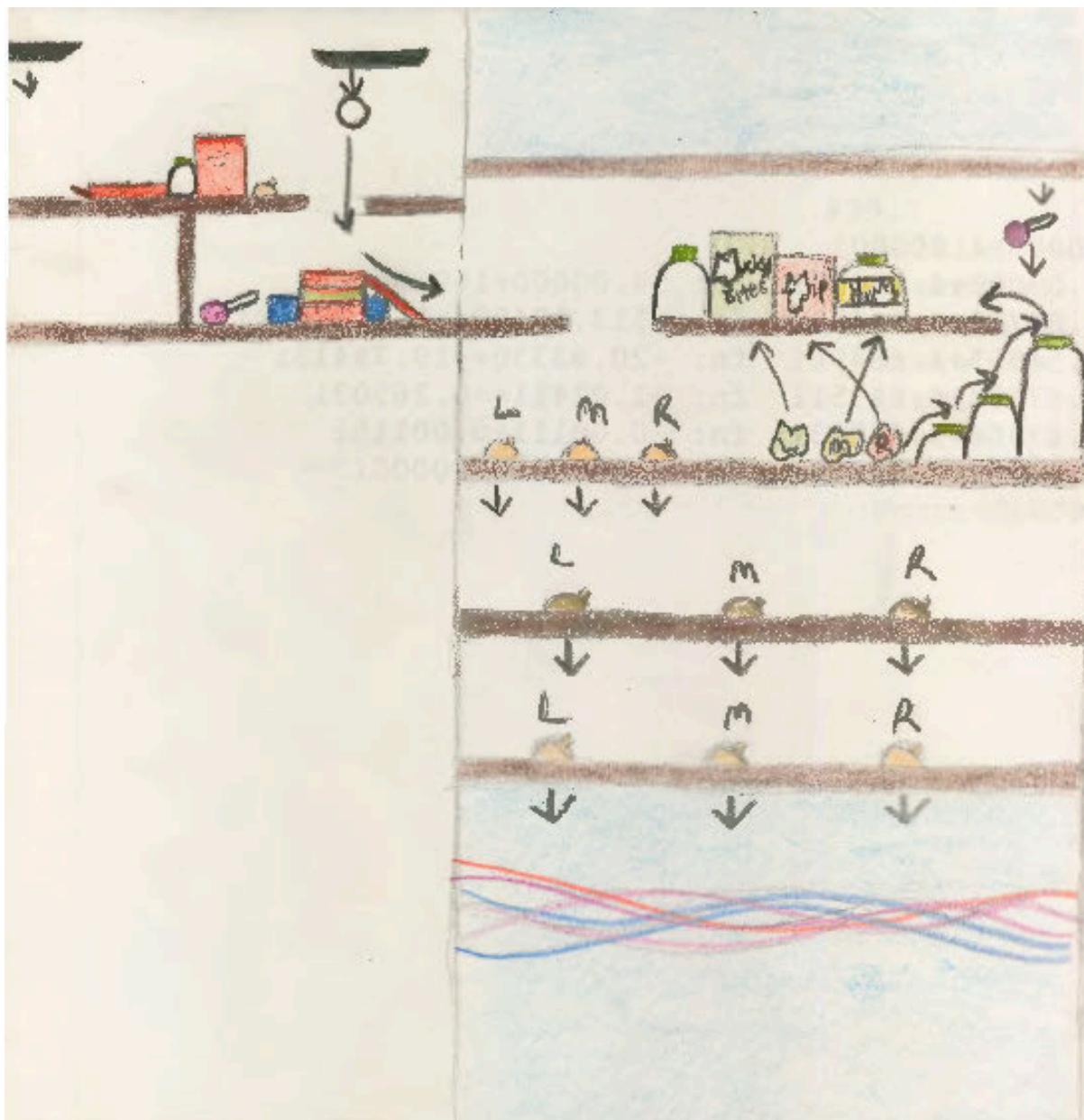
Rip: Where's dad?

Mom: I don't know where he is-- maybe he's in the living room? You know how men like their televisions. Be safe, Rip!!

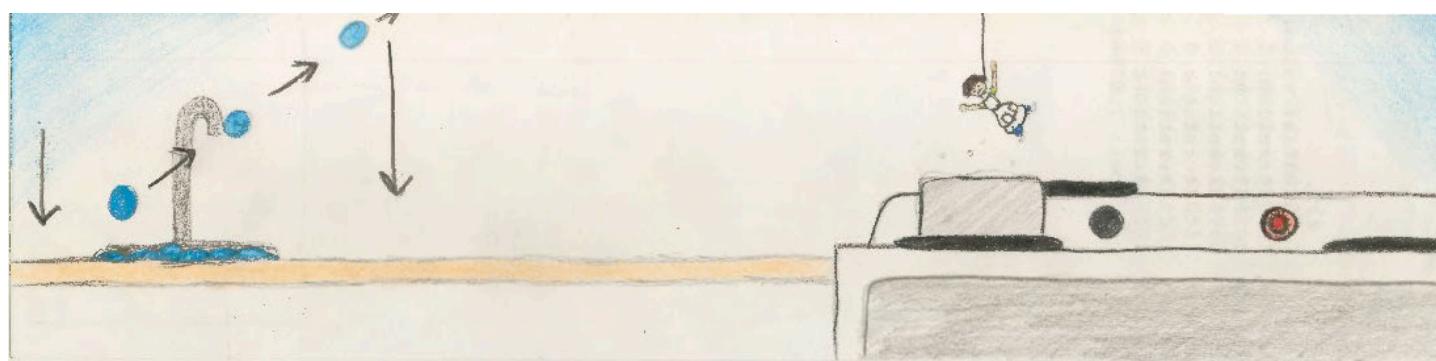
Rip makes his way to the living room.

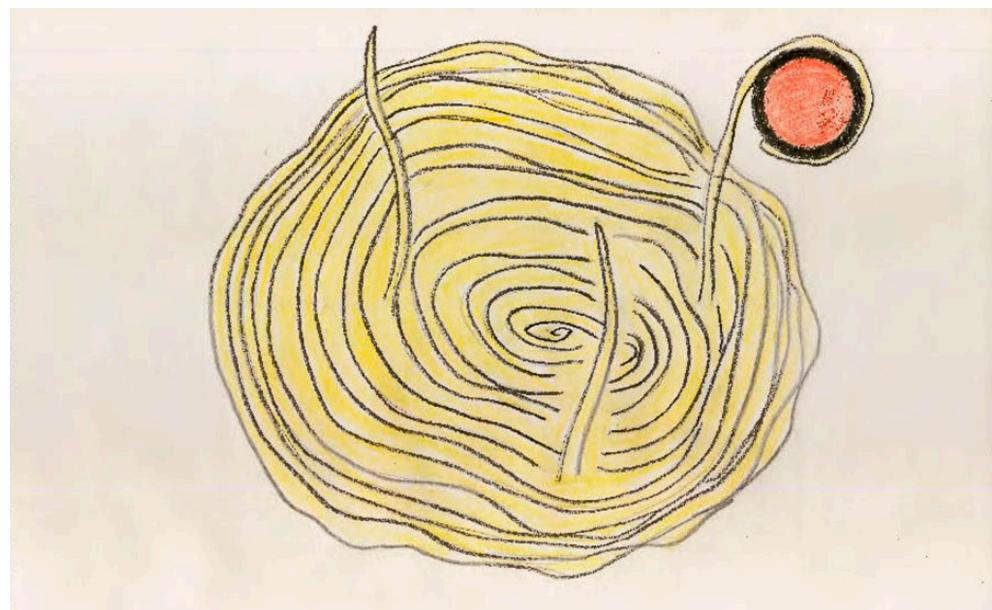
Living Room gameplay begins



Level Map**Level Description**

Rip drops down to the top shelf of his kitchen pantry. Immediately he sees a cereal box with a loose box top. He cuts off the box top and climbs up to find a standing cereal box, but with no top. If he tries to cross he'll just fall in the box and get stuck. He takes the box top that he got before and lays it over the top of the cereal box, allowing him to cross. He gets to the other side and sees the base of a lever that he can't do anything with. He notices he can go down to a lower shelf and sees a lollipop. He takes the lollipop and climbs a ladder back up to the top shelf. He glues the lollipop to the lever base and pulls it. From another hole in the pantry ceiling, a mason jar falls to the lower shelf, rolls down a cereal box ramp, and crashes into the wall of the pantry. The impact makes a hole in the wall big enough for Rip to move through. The next room is in the actual kitchen, but there are still more shelves! Rip makes his way down and sees three food packages. Their labels are partially missing as such: "Lucky Bites", "IP!", "Yu_!" There are also three slips of paper that say "L", "M", and "R". Rip must paste the three slips to the correct food package. Doing so will make a lollipop appear. Rip takes the lollipop and notices three lever bases. Below those lever bases are two shelves that also have three lever bases. Rip must choose the correct lever on each shelf in order to pass through a magic barrier that waits for him as he drops from pulling the final lever. The correct order is revealed by the food package puzzle completed before. Left lever, right lever, middle lever. Rip will fall to the kitchen counter, and see the sink full of bubbles. Bubbles are continuously rising up (diagonally) from the sink. Rip jumps in a bubble and rides it up and over the other side of the sink. He pops the bubble and lands. Finally, he makes his way to the stove, where he sees the evil Sauerkraut minion and his mom hanging over a boiling pot of water.



Minion Fight**Sauerkraut Minion Minigame - Cut the Strand**

Strands will pop out of the Sauerkraut's head for a few seconds. Randomly one of the strands will be carrying the heat nozzle for the stove (required to save Rip's mom). Rip must cut the strand in time before it goes back into the sauerkraut's head.

Color Swatches

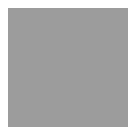
0xF3F1E9



0xD3AF82



0x63C1BA

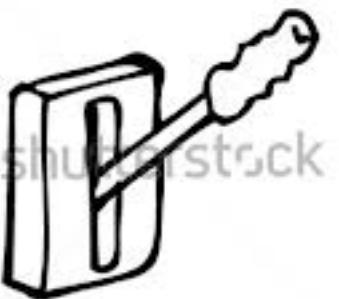


0x9B9B9B

Level Reference

PAPERCUTS

Photo Morgue



www.shutterstock.com - 51222025



PAPERCUTS



Acoustics

Music: variation of Level 1 background music

Background: boiling water, faint popping of rising soap bubbles

Sound effects:

- Opening of attic door
- Mom's cry for help
- Confirmation "ding" when puzzle is solved
- Lollipop lever click
- Whoosh and clink of jars falling
- Rolling glass jar sound
- Crash of wall break-through
- Rattle of collected paper slips
- Hum of magical barrier
- "Pop" for collision with soap bubble
- "Pop" for escaping soap bubble
- "Wobbly" noise when sauerkraut strands extend
- Sound of cutting boxtop
- Click of heat

LIVING ROOM

Script and Storyboard

Level 4 Scene 1

Setting: Living Room, television

With an astonished look on his face, Rip sees his dad trapped inside of the tv by an evil Squid minion with VHS tape for tentacles.

---Rip faces and defeats the Squid---

Dad: Son, I'm so proud of you.

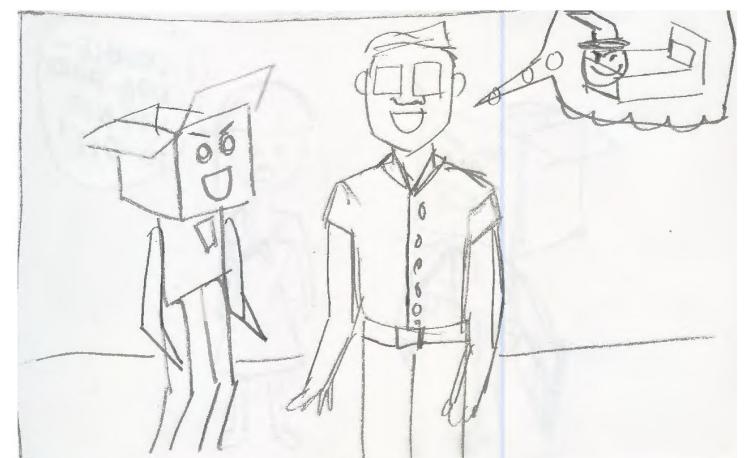
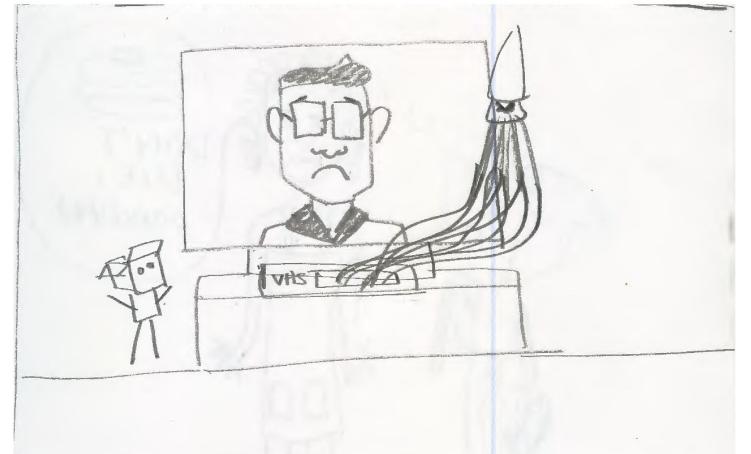
Rip: Thanks!! I've saved you, mom, Tess, and Biscuit.

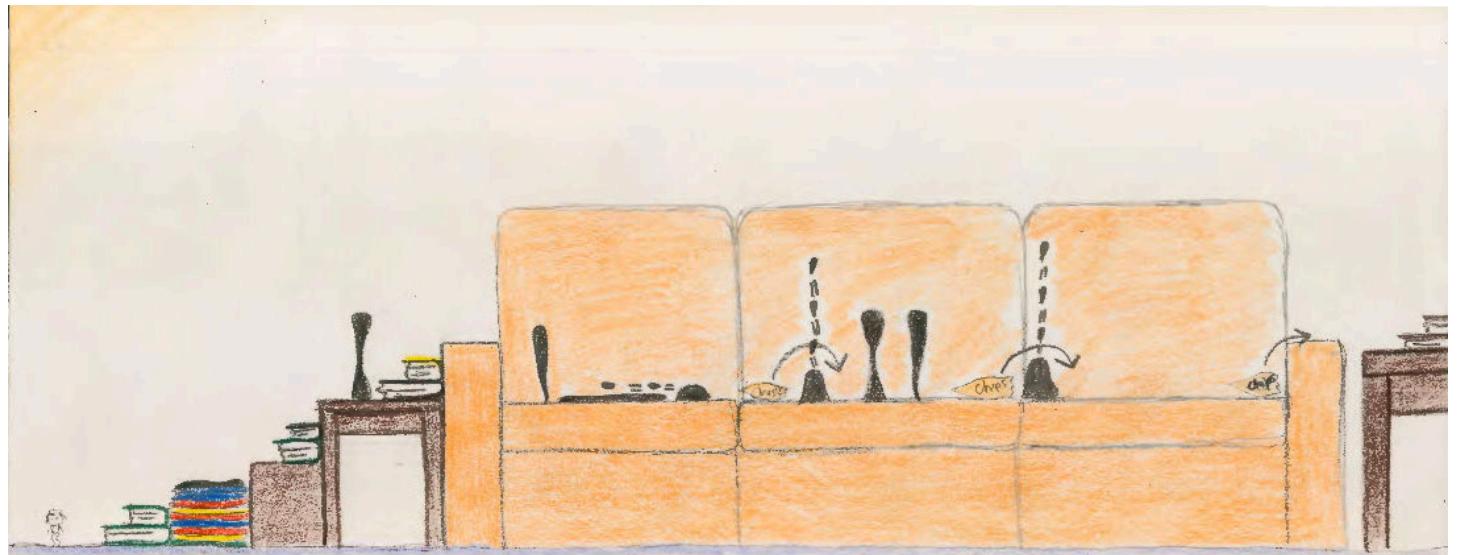
Dad: Great job! The Paper Witch has commanded your bed...

Rip: Alright, let's do this!

Rip leaves the living room and enters the bedroom, sensing an ominous, foreboding presence.

Bedroom gameplay begins



Level Map**Level Description**

Rip begins on the floor next to the couch. He climbs up a stack of books and magazines and sees a pool of magic squid ink. Touching the squid ink will kill him, but if he sprays his glue over it, he'll be able to pass. Rip then encounters an ink barrier. There is a thin part to the barrier that can be cut through. Rip finally gets onto the couch and sees another ink barrier, but behind it is an ink blob shooting ink bullets and a pool of ink. Rip must cut through the barrier, jump over the bullets, and glue over the pool of ink in order to get across safely. Once Rip passes the obstacle, he sees a bag of chips and another ink blob shooting upwards. Rip must time his bounce off of the chip bag in between the blob shooting bullets. More ink barriers and chip bag obstacles take place on the couch, and Rip finally makes it onto the side table. Here, a lamp cord is attached to a few books. There are ink drips rolling off the lamp shade. Rip must time it so that he cuts the cord, and swings to the other side of the side table without getting hit by the ink drips. Rip then takes a platform spider up to the fireplace, where he sees a photo of his family and comes across another ink blob and ink barrier. He passes through and jumps into an opening in the bookshelf. On the back wall of the shelf is a tiny note saying "The father takes the son, but the mother takes all." This is a clue to the following lever puzzle. Four lever bases and rotating doors are in the shelf. Rip takes a lollipop and puts it in each of the bases. Pulling the lever rotates the corresponding door. Pulling the first three lever bases results in four different possibilities: The book of the mother is revealed, book of the father is revealed, the book of the son is revealed, or a blank wall. The first three doors must display the correct order of books in order for the fourth door to be rotated. The correct order, according to the note, is Mother, Father, Son. Inside the fourth door is a small hanger made out of a paper clip that Rip can use for a zipline attached to the right side of the book shelf. Rip slides down the zipline and onto the TV Stand.

Minion Fight**Squid Minion Minigame**

The evil squid has your father trapped in the TV, and is coming out of the VCR slot with its legs made out of film strips. The squid will shoot ink bullets at you and also lay down ink pools. To stop this, Rip must shoot glue at his ink blaster, which will stun the squid for a short period of time. This is Rip's opportunity to cut off the squid's film strip legs. Cutting off all eight legs will result in a victory for Rip.

Color Swatches

0x300402



0x541913



0xAD340E

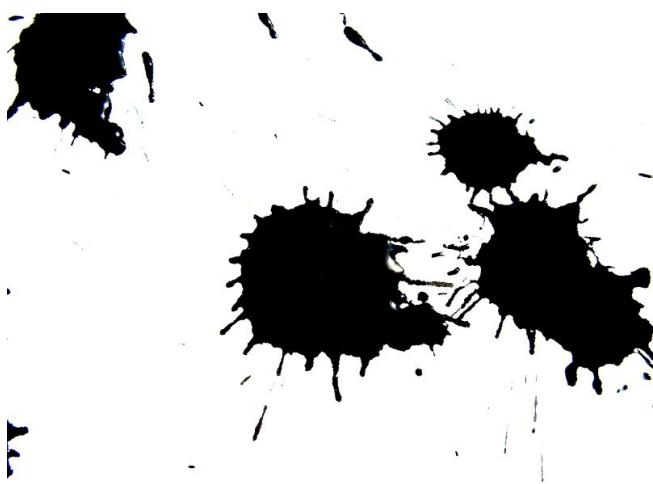


0x5A8438

Level Reference

PAPERCUTS

Photo Morgue



Acoustics

Music: variation of Level 1 background music

Background: TV static, crackling of fire

Sound effects:

- Gloopy noise of squid ink
- Ping noise signifying ink-glue mixture makes a hard surface
- Squeaky couch cushions
- Crinkle of potato chip bag
- Squeak of swinging lamp-pull
- Squirts for ink bullets
- Squirts for ink blobs
- Drips of ink (loop every 5 seconds)
- Slap of book closing
- Mechanical noise of rotating door
- Lollipop lever click
- Mechanical noise of hangar door opening
- Zip of zip line
- Rattle of VCR tape
- Electric static sounds when squid minion's invincibility is disabled/re-enabled
- Yelp of squid minion when tentacle is cut
- Yelp of squid minion when defeated
- Whoosh of paper airplane

BEDROOM

Script and Storyboard

Level 5 Scene 1

Setting: Rip's bedroom

During gameplay, Rip is greeted by everyone he saved, and learns a bit about why he is here and what he needs to do

Biscuit: Hello Rip!

Rip: Biscuit! You can talk?!

Biscuit: Of course child! This is a dream, your dream, and anything can happen!

Rip: Ohhhh okay, so, do I just keep going?

Biscuit: Yes child! You betta get goin'!

Gameplay continues

Rip encounters his father

Dad: Rip!

Rip: Dad! Did you know that this is a dream?

Dad: Yes, I knew that. Did you know that you are very sick in real life, Rip. Your mother and I are afraid that you won't make it.

Rip: ohh... okay. What do I do then?

Dad: Don't give up son!

Gameplay continues

Rip encounters his mother

Mom: Oh Rip, honey...

Rip: Mom am I dying?!



Mom: You better not die on me boy! The Paper Witch- she'll be the death of you. Defeat her and I'll be able to make you pancakes in the morning.

Rip: Oh I love pancakes! Okay Mom!

Gameplay continues

Encounters the doll

Rip: [to himself] This doll looks like me in real life...

Are those strings my life-lines? Will I die if I cut them?

cuts strings and gameplay continues

Tess: Rip!

Rip: Tess, am I going to die?

Tess: I double-dog-dare you not to die!

Rip: You're on!

Tess: Fight! Fight! I believe in you!

Gameplay continues



Level 5 Scene 2

Rip appears to be winning, but the Paper Witch gets the upper-hand last minute, Tess comes in with what she was looking for- a match stick.

Tess: Rip! I found it! I found what I was looking for!

Rip: on the ground, about to get hit by the Paper Witch What... is... it...?

Tess: MATCHES!

Tess lights the match and burns the Paper Witch

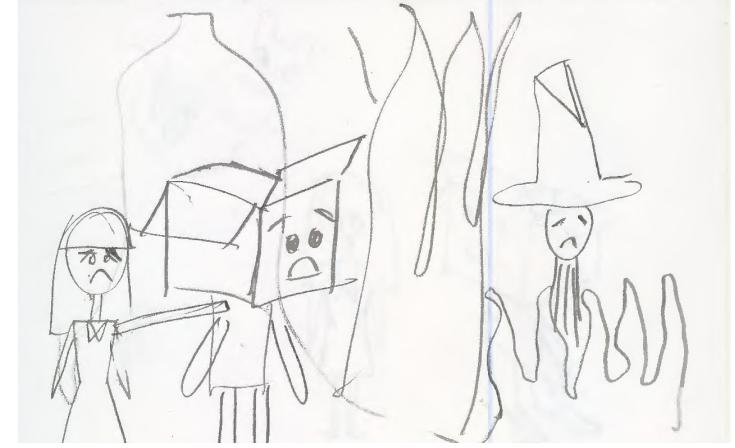
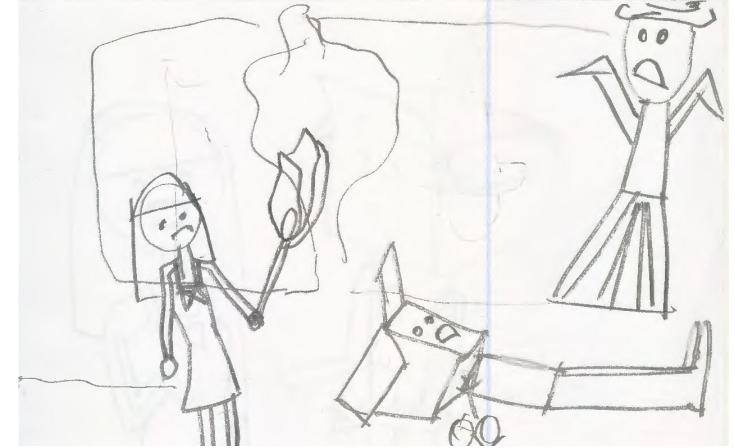
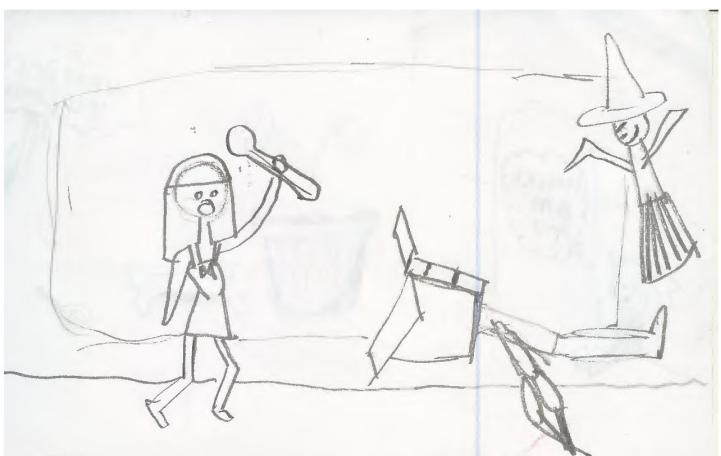
Paper Witch: You brat! Oh I'm burning! Burning!

Oh what a world, what a world....

Because of the fire and the lack of real water, the entire place goes up in flames...

Rip: *Cough cough* Tess! Mom! Dad! *cough cough* I can't see anything... help *cough* me *cough*...

end of gameplay



Ending Cut Scene

Setting: Ripley's room, reality

Ripley wakes up in the morning, his mother sleeping on the edge of the bed, holding his hand.

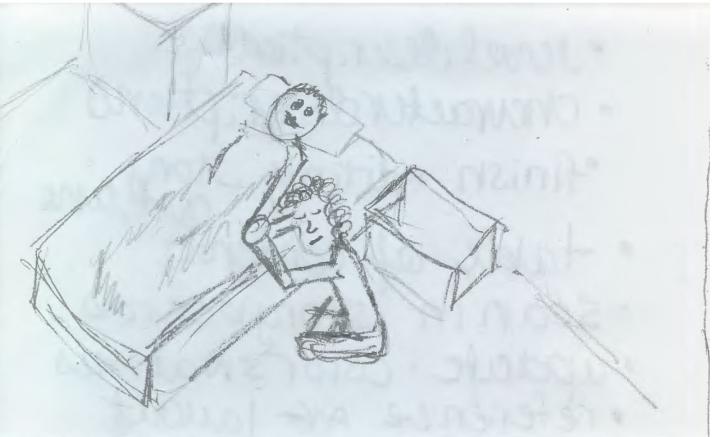
Ripley: Mom?

Mom: Oh Ripley! You're awake!

Ripley: Yeah! I had a strange dream! There was a witch, you, dad, Biscuit, and this girl Tess, she was so cool, and our house. It was all made of paper and I was Rip and and hey... I feel a lot better!

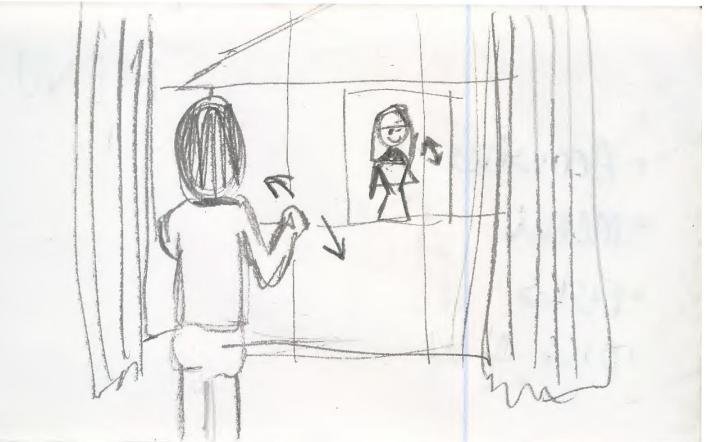
Mom: I can tell! Oh Ripley, we were afraid we would lose you. You were burning up last night and wouldn't wake up... Let me get your father!

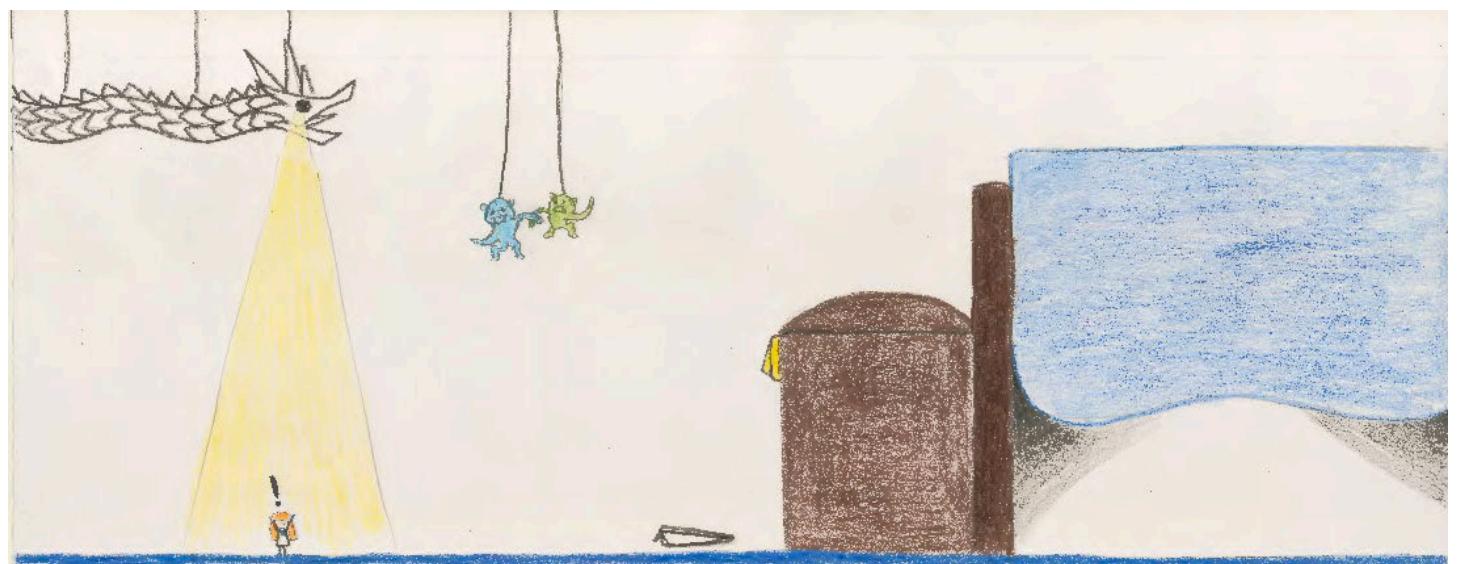
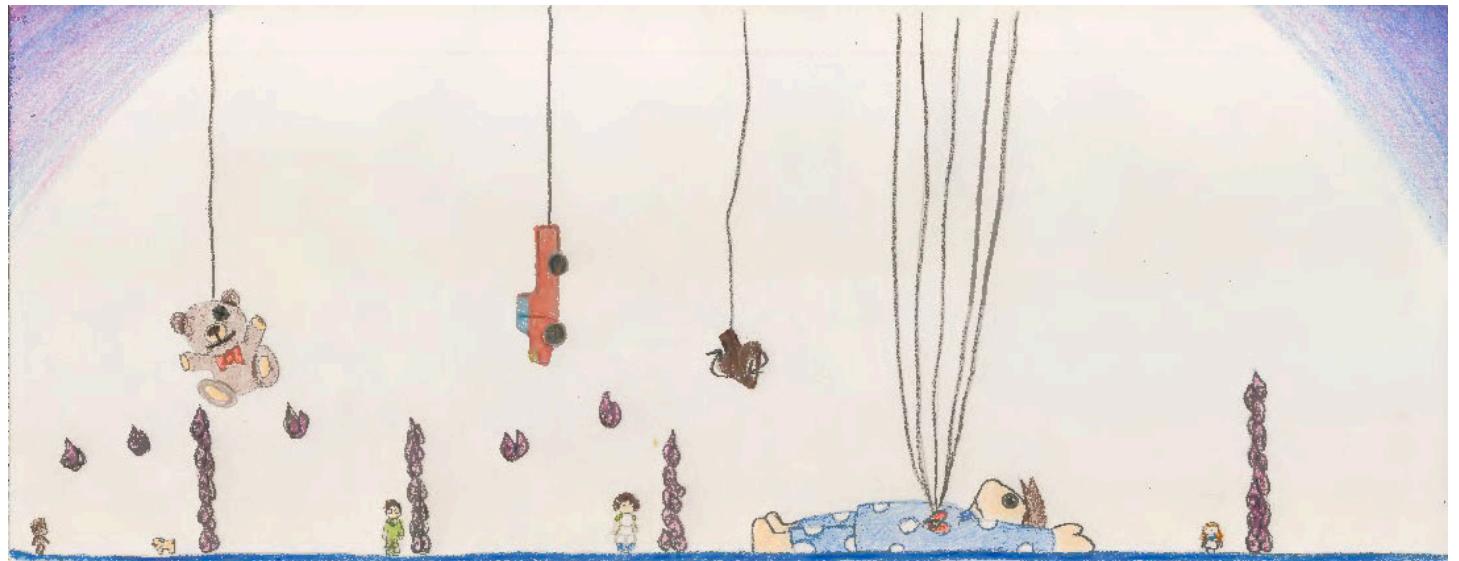
Mom gets up and hugs Ripley, kisses him on the forehead, and opens the curtain.



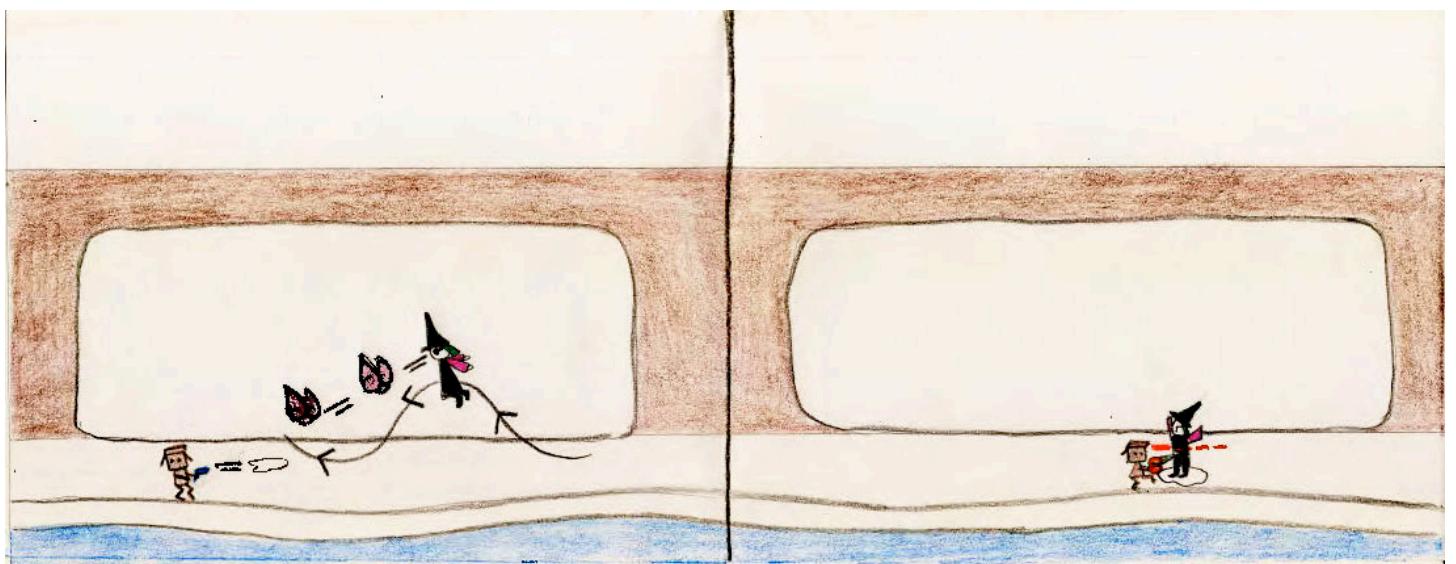
Ripley looks out the window and sees a girl that looks oddly like Tess... He gets out of his bed and goes toward the window, getting a closer look. The girl catches his gaze, and waves at him... Ripley waves back

Fin.



Level Map**Level Description**

Rip finally makes it to his bedroom. Lair of the paper witch. He encounters his dog, Biscuit in front of a wall made of black flame. He talks to the dog and the flame wall goes down. He then finds his father in front of flame wall and also talks to him to make the wall go down. Finally, he does the same for his mother. After this, Rip sees a large doll version of his human self with threads coming out of his heart. Rip must cut through the threads in order to proceed. He speaks with Tess afterwards and passes through the final black flame wall. At this point is a paper dragon flying along the room. If it spots Rip, it'll shine a light on him and cause the player to restart the puzzle. Rip's glue gun is also disabled while the dragon's light isn't shining. Rip must send Tess out to distract the dragon. Doing so will cause the light to be shined on her. Rip can then shoot his gun at the dragon's eye, blinding it, and allowing him and Tess to pass. Rip and Tess then ride a paper airplane to the top of Rip's bed. Here, the final confrontation begins.

Paper Witch Fight

The Paper Witch bounces along the screen, chaotically shooting black fireballs. Rip must shoot glue at the ground right before she lands. This will result in her getting stuck, and giving Rip the chance to cut her with his scissors. Doing so three times will end the fighting sequence with the witch.

Color Swatches



0x440202



0x0F1E30



0x182A47



0x99B1CE

Level Reference



Photo Morgue



Acoustics

Music: ominous and creepy/epic showdown music

Background: boiling water, faint popping of rising soap bubbles

Sound effects:

- Hiss of small flames
- Sigh as life threads are cut
- Shoosh of dragon overhead
- “Bad” chord when the dragon sees you
- Light flickering sound when spotlight goes over Tess
- Fire-shooting sound
- Bounce of Paper Witch
- Yelp as Paper Witch takes damage
- Yelp of defeated Paper Witch

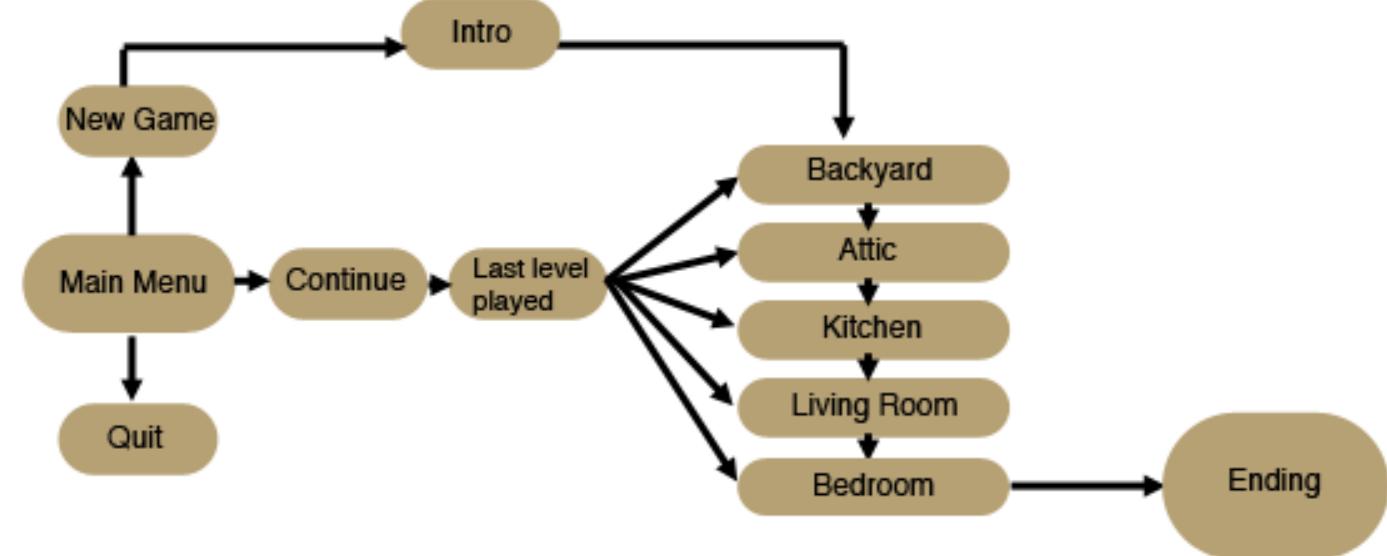
TECHNICAL DESIGN

SOFTWARE

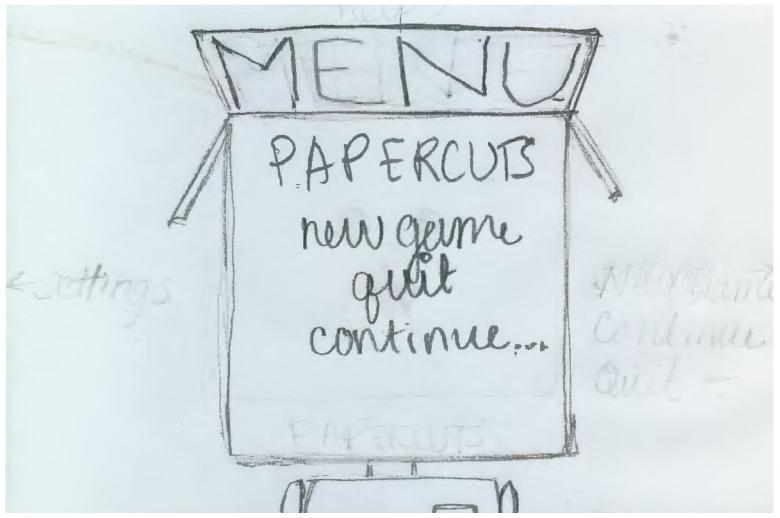
Papercuts will be written in Unity 3D 4.0 Game Engine with JavaScript and C#. The interactive art aspects will be modeled in Autodesk Maya 2013, and the background images will be created with cut paper and edited with Adobe Photoshop CS6.

Unity 3D is cross platform game engine, we will be using the free version. Autodesk Maya is available for download free for students, in addition to being installed on campus at various computer labs. Photoshop CS6 is not a free program, however the University of Florida provides the Adobe Creative Suite for all students in various computer labs around campus.

GAME LOOP



MENU



The menu will be presented on four faces of Rip's box head.

The initial face will be the title

The following faces will provide options for New Game, Continue, and Quit.

The player will press the left and right arrow keys to turn Rip's head and cycle through the menu options.

SCRIPT BEHAVIORS and OBJECTS

Rip

Control script

Restart button

- ‘Q’ button

Move horizontally

- Left/Right arrow buttons

Jump

- Spacebar

Duck

- Down arrow button

Toggle tool

- ‘A’ button

Scissors (only if scissors toggled)

- ‘S’ Button
- Cut upward - check if Up arrow and ‘S’ pressed and scissors toggled
- Cut downward - check if Down arrow and ‘S’ pressed and scissors toggled
- Cut sideways - check if Left/Right arrow and ‘S’ pressed and scissors toggled

Glue gun (only if glue gun toggled)

- Aim cursor - follow mouse position if glue gun toggled
- Shoot - check if ‘S’ is pressed and glue gun toggled

Glue

- Detect horizontal or vertical surface
- Stick to collided surface

Pick up items

- All holdable items are in one hand
- Disable scissor use while holding items
- Glue gun is still enabled

Death upon falling from a certain height

Backyard**Squirrel, Tess**

- event sequence before level starts
- load speech bubble and text textures to the screen
- wait for user input to display next speed bubble

String holding acorn, spider webs

- collision detection - check if Rip collides with string, check if Rip is currently cutting.
- erase object upon collision

Acorn

- unity prefab
- unity built-in rigid body physics

Flower Pot

- unity built-in mesh collider

Bucket

- unity-built-in mesh collider

Water, Thorn pit

- create surface
- tag as "death_surface"
- in collision detection, make "death_surface" tag cause death to player

Shovel

- collision detection - once Rip collides with shovel, script needs to apply force to shovel and make it fall down.

Catapult Stem

- collision detection
 - check if Rip's cutting motion was downwards
 - check Rip's x position to make sure he is towards the left tip of the stem.
 - launch Rip with a high projectile velocity

Spider

- moves forward once player's x position is greater than its own. Moves at faster speed than player
- collision detection
 - collides with player - player respawns
 - collides with water - spider dies

Leaf

- collision detection
 - checks if Rip was cutting
 - allows Rip to stand on top
- animate falling into water
- message prompt saying wind source is needed
- check if Rip is holding windmill
- move forward when windmill attached to leaf, and rip is on top of leaf
- stop at edge of lake

Windmill

- allow player to cut down after leaf has landed in water
- allow player to carry windmill (prompt the user to carry it)

Biscuit

- event sequence after user cuts spider webs around dog
- load speech bubble and text textures to the screen
- wait for user input to display next speed bubble

Tree hole

- initiate start of next level

Attic**Waiting vertical spider**

- remains idle until Rip collides with the platform on its behind.
- (as long as rip is colliding) continuously moves vertically (from ceiling to ground, then back to ceiling).

Record Player

- spins in the opposite direction of Rip's movement
- slows down Rip's walking speed
- tag as spinning surface

Constant vertical spider

- continuously moves vertically (from ground to tabletop)
- moves regardless of collision with Rip

Swinging Spider

- moves in a pendulum motion
- collides with player - player dies

Spider webs

- collision detection - check if rip collides with string, check if rip is currently cutting.
- erase object upon collision

Blocks

- unity prefab
- unity built-in box physics
- check for collision with glue on sides
- check for collision with other blocks if glue is on side
 - group boxes together

Turning wheel

- prompt player to use wheel when x position matches the x position of the wheel
- if player responds, make cylinders extend
 - unless glued together, cylinders will retract upon releasing the wheel

Extending cylinders

- unity built-in mesh collider
- check if wheel is turning
 - translate x position of cylinders
 - make cylinders stop translating as they collide with each other
- check if wheel is not turning
 - if cylinders are not in default positions
 - translate them back
 - if cylinders are glued together
 - remain in current position
 - if one edge of cylinder is glued, cylinders will stick together upon collision

Mirror paper slip 1

- translates horizontally across screen as player has event sequence with mirror.
- spawns attached to stained glass window at the entrance
- gives user prompt to hold item

Mirror

- starts paper slip event, generates speech bubbles and text to screen.
- waits for user input to generate next message
- prompts user to attach paper slip
- will only accept paper slip once patch in mirror is glued
- minion minigame
 - change screen so that it displays entire mirror
 - load five paper slip textures in the bottom corner
 - divide mirror into a grid
 - user can glue any spot in the grid
 - user can select any of the five paper slips
 - if the correct slips are in the correct grid spaces the user wins

Spider minion, Tess

- event sequence
- load speech bubble and text textures to the screen
- wait for user input to display next speed bubble

Kitchen**Removable Box Top cereal box**

- collision detection - check if player is cutting downwards, also check if player's x-position is close to x position of box top.

Cereal box top

- allow player to carry box top (prompt the user to carry it)

Small jar

- unity built-in mesh collider

Topless cereal box

- Rip falls through if box top not attached
- if Rip is holding box top, prompt Rip to attach box top

Lever base

- checks to see if user's x position is near base's x position
- prompts user to place lollipop in base only if base is glued
- once lollipop is placed, user can pull lever via prompt
- lever pull causes a jar to fall down to a lower shelf.

Falling jar

- unity built-in rigid body physics

Lollipop

- allow player to carry lollipop (prompt the user to carry it)

Collapsing wall

- checks if falling jar collides with wall, if so, wall breaks open into kitchen area.

Ladder

- when user's x position matches x-position of the ladder, and user is not jumping, and pressing up, then the user can translate in the y-direction up the ladder.

Small snack box, sideways cereal box, snack box ramp

- unity built-in mesh colliders

'L' paper slip, 'M' paper slip, 'R' paper slip

- allow player to carry paper slip (prompt the user to carry it)
- when attached to cereal box
- collision detection - rip is cutting upwards, detach paper slip from box.

Lucky Bites cereal box, Yum Jar, Rip cereal box

- allows user to glue in empty patch. Prompts user to place paper slip over glue patch. If each box has the correct paper slip attached, then a lollipop will appear.

Lever Base Set

- checks to see if user's x position is near base's x position
- prompts user to place lollipop in base only if base is glued
- once lollipop is placed, user can pull lever via prompt
- (need a solution counter for these)
 - Left lever base 1
 - adds 1 to solution counter
 - Middle lever base 1
 - adds 0 to solution counter
 - Right lever base 1
 - adds 0 to solution counter
 - Left lever base 2
 - adds 0 to solution counter
 - Middle lever base 2
 - adds 0 to solution counter
 - Right lever base 2
 - adds 1 to solution counter
 - Left lever base 3
 - adds 0 to solution counter
 - Middle lever base 3
 - adds 1 to solution counter
 - Right lever base 3
 - adds 0 to solution counter

Magic barrier

- checks if solution counter is 3
 - if yes - allow player to fall through
 - if no - player dies

Bubble

- starts at far left side of sink, goes upwards diagonally towards the right.
- if player collides with bubble, they get stuck in side and float with the bubble
- player can pop bubble by using scissors
- if bubble gets too high and player does not cut, player will die

Sauerkraut, Mom

- event sequence
- load speech bubble and text textures to the screen
- wait for user input to display next speed bubble

Minion minigame

- change screen so that a top view of sauerkrauts head
- sauerkraut strands pop out at random
- regular strands are only surfaced for a max of 4-5 seconds
- random chance the strand carrying the heat nozzle will pop out
 - remains surfaced for 2-3 seconds
- strand with nozzle
 - check for mouse click on nozzle
 - if collision, player wins

Living Room**Small/Medium/Large sideways books, magazines, short standing book, tall standing book**

- unity built-in mesh colliders

Ink pool

- kills user upon contact
- becomes non-deadly when topped with a layer of glue

Ink bullet

- unity prefab
- kills user upon collision
- bullet is stopped when colliding with glue projectile
- disappear once they collide with surface

Ink barrier high

- collision detection - rip is cutting sideways
- checks if Rip's y position is high enough to cut through
- leaves a gap for Rip to jump through

Ink barrier low

- collision detection - rip is cutting sideways
- checks if Rip's y position is low enough to cut through
- leaves a gap for Rip to duck under and through

Side shooting ink blob

- shoots horizontal ink bullets
- kills user upon collision

Up shooting ink blob

- shoots ink bullets upwards
- kills user upon collision

Bouncy chip bag

- if user collides with bag while landing a jumpg, they will be able to jump twice as high and twice as far.

Ink drips

- fall vertically every 5 seconds
- disappear once they collide with surface
- kills player upon collision

Lamp cord pendulum swing

- initially attached to a book
- collision detection - user cuts sideways
- automatically makes user grab on and swing them to the other side of the book stack

Family photo

- generate speech bubble
- wait for user input to continue/complete

Riddle page

- checks if players x position is near it's own
- prompts user to read a message
- displays message in text bubble
- waits for user input to complete reading

First/second/third door lever bases

- checks to see if user's x position is near base's x position
- prompts user to place lollipop in base only if base is glued
- once lollipop is placed, user can pull lever via prompt
- lever pull causes corresponding door to rotate
 - 4 rotation phases
 - display Book of the Mother
 - display Book of the Father
 - display Book of Child
 - Empty Wall
 - first door
 - door solved is true if book of father is displayed
 - second door
 - door solved is true if book of child is displayed

- third door
- door solved is true if book of mother is displayed

Hanger door lever base

- checks to see if user's x position is near base's x position
- prompts user to place lollipop in base only if base is glued
- once lollipop is placed, AND the previous three door puzzles are solved, then the user can pull the lever
- reveals the paper clip hanger

Lollipop

- allow player to carry lollipop (prompt the user to carry it)

Paperclip hanger

- allow player to carry hanger (prompt the user to carry it)

Zipline

- when player's x position is near start of zipline's x position
 - prompt user to ride zipline
 - only if user is currently carrying the hanger

Squid minion, Dad

- event sequence
- load speech bubble and text textures to the screen
- wait for user input to display next speed bubble

Minion minigame

- squid is initially invincible
- collision detection - if glue projectile collides with squid's ink blaster, disable invincibility.
- squid can shoot ink bullets in any direction (tracking Rip)
- squid can shoot out ink pools on the floor
 - ink bullets/pool will kill player upon contact
- squid will recover from glue blast after ten seconds
- when squid is no longer invincible, player can cut each of its eight legs.
 - cutting off all eight legs means the player wins

Bedroom

- Black paper flame
 - kills player upon collision
- Dog, dad, mom
 - event sequence
 - load speech bubble and text textures to the screen
 - wait for user input to display next speed bubble
- Ripley doll
 - unity built-in mesh collider
 - load speech bubble and text textures to the screen
 - wait for user input to display next speed bubble
- Ripley life threads
 - collision detection - check if rip collides with string, check if Rip is currently cutting.
 - erase object upon collision
- Tess
 - event sequence
 - load speech bubble and text textures to the screen
 - wait for user input to display next speed bubble
 - dragon minigame
 - press a key to send tess out to distract dragon
 - press same key to make her return
 - press a key to tell tess to follow you

(Rip's glue gun is currently disabled)
- Paper Dragon
 - moves horizontally along top part of screen
 - when player's (or Tess's) x-position is within a certain range under the dragon, a spotlight will shine.
 - getting spotted will result in dying (only if Rip is spotted)

- while light is shining

- Rip's glue gun enabled
- collision detection - glue projectile hit's eye of dragon
- dragon light goes out
- dragon's range detection is disabled

Toy chest

- unity built-in mesh collider

Paper airplane

- unity built-in mesh collider
- waits until Rip and Tess are both on top of plane
- transports Rip and tess to top of bed

Final Boss**Tess, Paper Witch**

- event sequence before level starts
- load speech bubble and text textures to the screen
- wait for user input to display next speed bubble

Black Paper Fire Ball

- collision detection - if ball collides with player, player dies

Paper Witch Boss

- witch randomly spits out black paper fire balls at Rip
- witch bounces along the stage
- collision detection
 - if witch collides with glue when she touches the floor from a bounce, she will get stuck.
 - if Rip collides with witch and it cutting, and witch is currently stuck, Rip deals damage to Witch.
- getting cut three times results in the player winning

RISK MANAGEMENT

In planning the schedule:

Leave room for a few extra days in case team falls behind schedule and needs to catch up.

In the event that necessary assets are not created by scheduled date:

Continue development using basic shapes as place holders, and replace assets once they are ready.

In the event that level development is falling behind schedule:

If there are any catch up days left, use that time to complete the level as planned. If none are left, reduce the amount of puzzles in the level. If reducing the amount of puzzles is not possible, eliminate the minion minigames.

In the event that Unity cannot support complexity of puzzle or the developer cannot achieve complexity of the puzzle:

If possible, simplify the puzzle structure, propose an alternative puzzle as a group if time permits.

In the event that we can't get cutscene videos to load properly:

Load in still images as textures and display text over them.

In the event that BGM cannot be created in time:

Don't create BGM music, and just stick with SFX.

In the event that we don't get all of the desired sound effects:

Generate sound effects using a synthesizer.

In the event that a team member is sick or unable to perform their tasks:

Divide the member's work along the rest of the team, if possible. If not possible, then another team member will take the task and divide his/her task among the team.

In the event that the main menu system cannot be developed in time:

Give main menu a background splash screen and simple options list to choose from.

TESTING PLAN

We shall be testing regularly throughout development of the game. With progress of each level puzzle we will spend time ensuring that there are no bugs with the current puzzle. Then with the complete level we will perform multiple play throughs to ensure that there is nothing that inappropriately hinders completion. Then following completion of the game and if time permits, we will have two people do a rough beta test of the game.

DIGISQUID



DigiSquid was founded at The University of Florida in Gainesville, Fall semester 2012, in CAP3027, Introduction to Digital Arts and Sciences with Dave Small. The team name “DigiSquid” started as “Digital Squad” and through a serendipitous moment in class, the name was perceived as “DigiSquid”, where team friendship, loyalty, and identity grew strong. DigiSquid is composed of Annie Alford, Steven Jess Bodzo, Jonathan Lucka, and Sydney Richardson - students from different parts of Florida with the same mission: be awesome.



From left to right: Jess, Jonathan, Sydney, Annie

ANNIE ALFORD

This is my fourth year of college and my second year studying Digital Arts and Sciences. My experience with game development is limited, so I know I will learn a lot from the work done for this class. I love art, music, and books and am especially interested in sewing and textiles. I'm really excited about making a game from start to finish- employing different techniques and then "stitching up the seams" to create the finished product at the end of the semester. I'm the acoustic lead for our team. Though I am somewhat comfortable with music, I've never used any music-editing programs, so I'll be learning a lot!

JESS BODZO

Hello everyone, my name is Jess. I'm a third year Digital Arts & Sciences major, and I'm very eager to get started creating games! My primary focus in this course is to develop myself as a programmer and as an artist, as both of these areas need a lot of work before I can call myself either an engineer or a professional. I have a mild obsession with pugs and I enjoy exercising outside doing things like kayaking, weight lifting, rock climbing, &c to de stress and enjoy life. The only language I'm really comfortable in is Java but I'm hoping that will change before graduation. I am the story lead (producer) this semester. I'm looking forward to looking back on this semester and seeing how much we can accomplish.

JONATHAN LUCKA

Hey there, my name is Jonathan. I am a third year Digital Arts & Sciences major and my role on the team is the Technical Lead. As the technical lead it is my job to make sure our game is brought to life in code and contains the core playable mechanics. My ultimate passion is to develop video games and learn how to create experiences for players that immerse them into the virtual world of my ideas. I've created my own 2D Platformer in the past called Super Slime Blob. With the project in this class, I hope to outdo everything I have done for that game, and learn even more about game development in the process.

SYDNEY RICHARDSON

Hello there, I am Sydney- a second year Digital Arts and Science Engineering student, and the Aesthetic Lead in team DigiSquid. As Aesthetic lead I intend to work with my group members to develop the visual aspects of the characters, levels, and interface. I went to an art magnet high school where I specialized in graphic design, but decided to pursue computer science and programming in college. Needless to say I'm very excited to integrate my artistic training with programming and the creation of our video game. Pablo Picasso is an inspiration of mine, and once said, "It took me four years to paint like Raphael, but a lifetime to paint like a child". I like to consider myself a child at heart- I believe that it keeps me creative, open to new challenges, and I intend to channel my inner child throughout the creation of this video game.