## HOBO GAME DESIGN

## Overview

Hobo Tales in an old school RPG / many mini game style game.

## Story

Episode 3.14159265359  
An Unholy Alliance

There is great turmoil in the Colombian city of Bogotá. The new leader, President Peñalosa, has decided to rid the city of the homeless.

After months of struggle Peñalosa has ordered a final fatal strike against the last bastion of the hobo civilization.

High on peyote, guided by his belief in an ancient hobo prophecy, Ganjadore speeds across the city in his shopping cart searching for the chosen one that can bring honor to his people. ..

And hopefully some wicked crack too..

## Opening scene

Ganjadore is speeding along in his shopping cart, complaining to himself that he will never find the chosen one, even after searching for three WHOLE weeks.

He says “fuck it” to the prophecy, then he looks over to the side and the shopping cart screeches to a halt with sparks flying. A lightbulb goes off over his head and breaks.

Ganjadore is going to kidnap one of the kids to become the chosen one. He dresses up as a hobo clown.

The player has to control Ganjadore to select a kid to kidnap to become the chosen one. Each kid will have different attributes that will affect the gameplay / difficulty level.

There is a cut scene where Ganjadore “remembers” the hobo prophecy.

Ganjadore puts some drugs in the punch so that no one will notice him sneak into the party.

Ganjadore uses a permanent marker to draw the symbol on the chosen kids head and kidnaps them.

## Possible storylines

Hero goes back in time and kills Ganjadore so that he won’t end up as a hobo (goes against the prophecy).

Chosen hobo has a needle scar on his forehead

## Ideas

In the RPG you make money by collecting recycling. With the money you buy drugs which allow you to play the other games.

Your progress in other games helps you to advance.

By getting farther in one of the games (simulation or clicker?), you can earn automatic income, which you can use to buy drugs instead of having to collect recycling.

A cut scene shows at the beginning of each game type

A cut scene shows at the end of each game type

There will be multiple cut scenes for each game type so that it isn't repetitive

Cut scenes shown at end might depend on outcome of game (i.e. successfully complete or die on a level)

It looks like the matrix when you take a drug and go to a game

We can have famous scenes from films but with a hobo touch

Terminator arm scene

Rick Ashley song (Never gonna hit those notes)

Matrix load animation

Character tower defense animation

RPG Content

Story

Diary

High Noon battle

Zombies (Halloween)

Indiana Jones scene – running from a big ball of trash – slides under garage door

Hobo virus

Piñata orgy

Sparta scene – dude fights wolf by himself

Predator scene with infared heat map – and predator sound

Matrix scene with “Mr Anderson”

Lol jokes

Need a list of drugs and what mini games they make possible.

Hobo kills Batmans parents

Colombian mother and kid

Another hobo who pretends to be your friend, but at the same time is ratting you out.

E.g. “Don’t worry man your secret is safe with me”… “That’s the guy over there, it’s him, he did it!”… “I got your back man, you can trust me.” Then when the player gets caught he is like “Damn how did those guys find out it was you? I’ll kill the bastard who told them!”

Hobos make income by begging

Odor meter - somehow affects game play. If hero is very dirty then flies are flying around him.

## Tutorial

Ganjadore explains to the player how to use the drugs in order to play the different mini games, and also how to use inventory, combat, etc.

Ganjadore will tell the player that if they don’t use drugs they will die.

He also tells the player that if they take drugs it can make life easier mini games.

## Win Condition

If at any point the player stops using drugs they will go into withdrawl. The game environment will become like a living hell. Maybe the difficulty will be impossible. The player can wean themselves off of drugs slowly otherwise they will die. If they eventually get to the point where they can stop taking drugs altogether then they will become a “regular person” and no longer be a hobo.

## Diary

The player will write things in the diary about his experiences. They could be social commentary or just silly.

## Game types

### Main game

2D RPG / Zelda

# Mini Games

## Tower Defense

### Cut Scenes

Hobo in trash can shooting spit balls at people as they walk by.  
Hobo wearing a paper general’s hat, motivating his troops into battle.

### Details

Medieval theme

### Towers

#### Archer towers

Ranged bullets (arrows)

#### Magic towers

## Vertical SHMUP

### Cut Scenes

The hobo jumps in his Exito shopping cart and starts flying down a hill while pretending to shoot things

## Racing game / Mario Kart

## First Person Shooter / 2.5D / Doom

## Trading card game

The hobos make their own cards.

In the drug state the cards are awesome and they are little kids playing.

In reality they are using old newspapers or something with crayon or chalk scribbled on them.

At the end of the game, one of the cards has to be ridiculously OP and then another hobo draws a better card and so on.

Dual stick shooter

Artillery Game (Worms, scorched earth)

The player believes the hobo city is under siege and starts using a catapult made out of a tin can and something..

## Dating game (Thai lady boys)

## Beat em up (e.g. Double dragon)

## 2d fighting game (e.g. Street Fighter II)

Could be a rat fight like a dog fight or cock fight, but when you take drugs, the rat turns into a street fighter character.

You need speed in order to do a rat fight.

You can make bets on the outcome of the match.

Every time you fight a harder opponent.

You can buy items to improve your rats fighting, like aluminum foil.

## City Building Simulation

## Political Simulation (e.g. Defender of the Crown)

## Clicker Game

## Stealth Game

Operation at hospital on lady boy

## Platformer (e.g. Metroid)

### Cut Scenes

The hobo is in the rehab center and stealing all the other peoples stuff and then gets chased, jumping over tables and etc.

## Gem Matching Game

## Mining Game

## Point and Click Adventure

## QWOP style – Drunk walk

## Cell Phone Application

NPCs in the game world will communicate with you via your cell phone by calling and leaving messages.