



# Concept Document

## *Parole in One*



**Team Waypoint.** Isabel Selin, Yuxiang Yu, Courtney Manbeck, Lucien Eckert, Betsy Vasquez Valerio, Kevin Klaben, Tony Qin, Barry Wang

### High-Concept Statement

In a world where golf is illegal, one superstar golfer has to live out their minigolf dream behind bars. Armed with only a trusty putter, outwit guards, sink contraband golf balls, and cause the greatest prison break of the century!



### Gameplay sketch

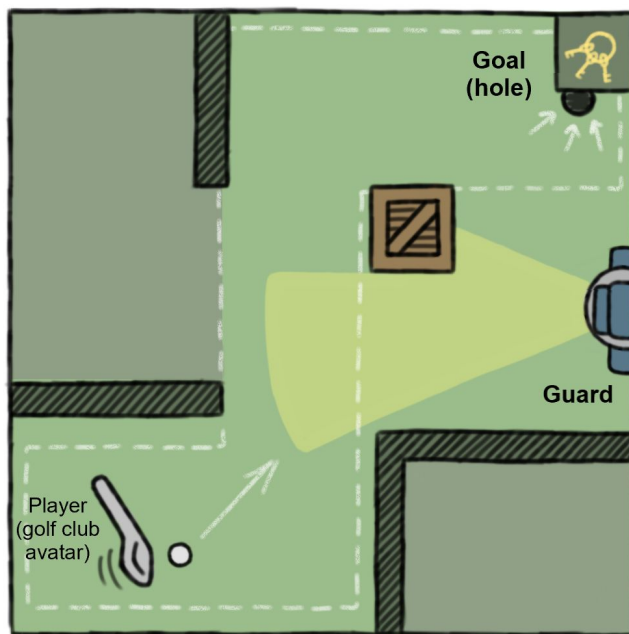
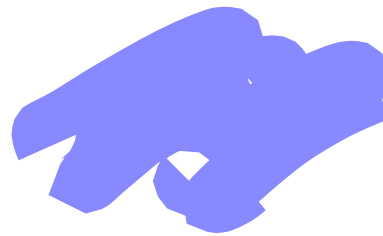


Figure 1. Gameplay Sketch. This sketch illustrates what an easy ~~difficulty~~ level of *Parole in One* might look like. Players are tasked with hitting the ball into a hole on the other side of the level while avoiding detection by the guard.



### Features

- Knock the golf ball towards the goal
- Evade watching guards by timing actions and seeking cover
- Whack obstacles to cause a distraction
- Minigolf your way to freedom!

## Design Goals

### *Audience*

Our target audience for this game is teen/young adult gamers with an affinity for puzzle solving and an appreciation of golf-based puns. Our game is meant to be interpreted humorously – we’re not setting out to make a sim game, after all – and we hope to attract the attention of the type of players that, upon seeing that a game simultaneously about mini golf and stealth exists, would be immediately intrigued by such a surprising combination.

### *Strategy*

A staple feature of a good mini-golf course is a contraption where exciting events unfold due to players’ actions, whether it be the ball spinning a windmill, shooting through a series of tubes, or rolling down a slope to jump over a water feature. We hope to design our levels to evoke serendipity within players: perhaps one of their shots causes a chain reaction of tipped over objects that eventually knocks out the guards? This game will strike a balance between giving the player meaningful dilemmas in how they progress through the level, as well as flashy, satisfying consequences from these choices such that they don’t wrest too much control away from them.

### *Emotions*

Boiling it down to basic emotions, we want players to feel delighted when their plans succeed in getting them through a level, suspense when evading security in tight situations, and amusement in discovering the humorous lore that explains the creation of a world where golf is illegal.

## Market Segment

### *Genre*

This game is a puzzle-sports game, with the focus on solving puzzles with minigolf skills. *Parole in One* is a 5-minute game, where players can sit down, play a few levels, and leave.

## Platform

Our game should be played on a desktop or laptop supporting Windows or macOS. The controls will be purely by mouse.

## Competition

### *Wonderputt*

In *Wonderputt*, players play a round of minigolf with an adventure twist. Holes have air vents, water, lily pads, and a variety of different features, making the game an adventure through worlds. Our game is similar in that there is a large emphasis on the environment, not just the golfing itself. Players need to interact well with the environment to solve puzzles. Our game takes this aspect further, and instead of just using the environment to help get the ball to the hole, requires manipulation and timing of the environment to even have any chance at solving the challenges.

### *StealthBound*

In *StealthBound*, players control a prisoner who advances to the next level by sneaking past guards and rearranging obstacles. Though our game also involves a stealthy prison escape, ours is unique in that it features golfing as a mechanic. In our game, players will need to not only time their movements to evade detection, but also use the skills of an expert golfer to manipulate the environment. As a blend of both stealth and golfing gameplay, our game stands out in comparison to a pure stealth game like *StealthBound*.

### *The Classroom 3*

In *The Classroom 3*, players control a student who sneakily cheats on tests by standing beside a specific student's table while avoiding the teacher's field of vision to make progress on test completion. Our game differs by having objects in the environment that can be interacted to open up paths or change guard behavior. Using different objects, our game can have much more interesting level designs compared to a game like *The Classroom 3*.


### *Wonder Wickets*

In *Wonder Wickets*, in one of its few modes, players play mini-golf in a turn-based puzzle. On the map are many breakable obstacles and transportation systems as well as opponents. Our game differs from *Wonder Wickets* by having the stealth theme overall in contrast to the vibrant, arbitrary feeling. In addition, in *Wonder Wickets* the main

goal is to score as high as possible instead of getting to destination with minimal risk. Hence, focusing on the stealth elements will give our game a strong advantage.

### *Monaco*

In *Monaco*, players control avatars and attempt to get to the destination in their limited view. *Monaco* uses fog of war effectively to convey the two-way aspect of stealth games. By hiding from the guards, not only can the guards not see the avatars, the avatars cannot see the guards as well. Players can also play as different characters, each with their own unique powers and thus different possible strategies to approach the levels.



*Monaco* also blends the two modes of stealth very well. Gameplay when undetected is slow and deliberate, but once detected, players are forced to make quick decisions to ensure their survival. Our game also attempts to emulate this difference. When detected, players will have a short time to hit the golf ball away from the line of sight of guards before the guards reach the ball. Our game takes this further, as mini-golfing is usually precise, so doing it in a rush when detected adds an additional challenge for the players. In addition, our game differs from *Monaco* in the control aspect. Instead of controlling the movement of the avatar (or mini-golf ball) directly, players are not able to control the ball's movement after each shot, which requires more effort in planning future moves.

## **Unique Selling Points**

### *Stealth Golfing*

While minigolf and stealth are both established genres, our game combines elements from both. This allows more interesting level designs where the golf ball can reach areas not normally accessible. Different level sections will also challenge players to master their golfing skills and timing or their planning and puzzle solving abilities.

### *Interactive Environment*

With the golf ball or the golf club, players can interact with various objects or enemies in the levels to alter enemy behavior or open new paths. Some changes are permanent, such as knocking boxes out of the way, while others will revert to an original state after a period of time, such as disabling a camera for a short time by hitting its power supply.

### *Whimsical Fun*

Escaping from prison is not typically associated with light-heartedness. However, in *Parole in One*, players will find amusement in the lore and interactions with the environment. The tension and stress that comes with stealth games are defused by the game's atmosphere. Even when players make mistakes, they will feel amusement rather than the dread that comes from having to redo the level and waiting for patrol cycles.

## 3152: Assignment 2 (Concept Document)

**Assessor:** Traci Nathans-Kelly

**SA:** Strongly Agree

**A:** Agree

**D:** Disagree

**SD:** Strongly Disagree

	SD	D	A	SA
The document targets the <b>correct audience</b> (the investor).				
• The language and tone are appropriate for the audience.				✓
• The document is skimmable and readable at multiple levels of detail.				✓
The <b>big picture</b> is an effective summary of the game.				
• The high concept statement is limited to one or two sentences.				✓
• The concept statement describes what players can do in the game.				✓
The <b>features</b> raise excitement for the reader.				
• The features use active voice and pop when read.				✓
• The features identify the most important game elements.				✓
The <b>gameplay sketch</b> is clear and meaningful.				
• The sketch adequately illustrates the gameplay to the investor.				✓
• The sketch matches the high concept statement and feature list.				✓
The <b>design goals</b> convey what the designers want to achieve.				
• The team identifies either an emotional response or a play-style.				✓
• The team effectively argues how the design will meet this goal.				✓
• The team has more than one clear design goal.				✓
The <b>market segment</b> is thorough and well-researched.				
• The genre and platform are appropriately identified.				✓
• The competition listed have a clear overlap with the proposed game.				✓
• There are no obvious games missing from the competition.				
• The selling points differentiates the game from the competitors.				✓
The <b>additional details</b> provide useful information (or are absent).				✓
The document is <b>clear and well-written</b> .				
• The document contains no spelling errors.				
• The document contains no grammatical errors.				
• The paragraphs/sections are properly organized.				
• The document adheres to the course writing guidelines.				

## 3152: Assignment 2 (Concept Document)

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