Gameplay Specification
Parole in One

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Core Vision

In a world where golf is illegal, one superstar golfer decides they just can't live without mini golf. Forced to putt in prison, players should feel a combination of the whimsy of mini golf (as they precisely line up a shot through an elaborate course) with the mild strategic pressure of a stealth game (as they avoid traps and guards). To achieve victory, players will have to interact with aspects of the level environments and be mindful of the movements of guards in order to navigate each level in the fewest strokes possible. Plus, along the way, the players may find their progression inadvertently causes one of the biggest prison breaks of all time.

Design Philosophy

In *Parole in One,* players will use their skills and smarts to solve puzzles and outwit guards. Planning an escape route will require creative thought and strategy, producing excitement and satisfaction when successfully carried out. Par-based scoring will motivate players to replay levels to find more efficient solutions and reduce their number of strokes. However, the mini golf mechanics will add an extra challenge, as a single bad shot can send a plan awry. Each move becomes both a decision and a risk.

Escaping guards will be a unique and thrilling change of pace, as players rush to aim and fire with a guard on their heels. Players will have to decide whether to prioritize speed or accuracy in their attempt to get away. In contrast to the slow, calculated shots of ordinary mini golf, chase sequences will push players further to learn firing mechanics intuitively.

Ultimately, *Parole in One* will be a witty and whimsical take on two classic genres of video game. Throughout the excitement and tension of gameplay, the absurd contrast of mini golf in prison will add welcome comic relief. Players will become attached to

their eccentric mini-golfer hero, excited to lead them to freedom through golfing shenanigans.

Objectives

The primary objective of the game is for players to successfully putt their ball to the goal without being caught by the guards. By making angled shots to move their golf balls, players will interact with the environment in order to evade guard detection and make it to the goal.

The secondary objective of the game is to minimize the number of shots the player makes before reaching the goal. Minimizing the number of shots adds to the minigolf aspect of the game. The objective encourages players to think about the consequences of each shot they take in order to make it to the goal with the least amount of shots.

Actions

Verb	Input	Limitation	Outcome	Importance
Putt	Mouse drag (on the ball)	Cannot hit a moving ball	The ball is moved by selected force and direction	Critical
Push	Mouse drag (on environmental objects)	Target must be near the ball	The pushed object is moved by selected distance	Valuable

Interactions

Trigger	Outcome	Control	Importance
The ball hits a wall or box	The ball bounces off the obstacle hit	The player can control the direction and angle of the shot to control rebounds	Critical
The ball moves into a guard's field of view	The guard is alerted, stops his patrol, and moves towards the location of the ball	The player can control the direction and angle of the shot, or time their shot according to the guard's position, or use objects to block the field of view of guards.	Critical
The ball moves out of a guard's field of view	The guard moves to the last seen location of the ball, pauses, then returns to his patrol	The player can shoot the ball outside of the guard's field of view, or hide behind obstacles to remove line of sight.	Desirable
The ball touches a guard	The player loses and restarts the level	Ball movement	Critical
The ball moves into an alarm region	All guards are alerted and moves toward the alarm	Ball movement	Desirable
A guard moves into an activated alarm region	The guard returns to his normal patrol path	N/A	Desirable
A guard collides with a box while moving	The guard pushes the box in direction of movement	N/A	Desirable

Challenges

Aiming Shots Strategically: Levels will be designed with many paths, some better than others, that the player can take to reach the hole. Depending on how the player plans their shots, they will have varying degrees of success with each level.

- This challenge blocks both primary and secondary objectives.
- Strategic planning of shots will affect the player's ability to reach the goal as their plan may put them at risk of being caught by guards and risk failure. Strategic shot planning additionally affects the number of shots it will take to reach the hole as different planned paths may require more or fewer shots to complete.
- The player must plan out when they will both knock the ball and push environmental objects as a part of their path to the hole.
- This challenge needs skill to analyze the level and determine an optimal route that minimizes the number of shots while maximizing their likelihood of completing the hole.

Avoiding Guard Detection: Throughout each level, guards will be patrolling the level to ensure no golf is being played. If the ball comes within their field of vision, they will chase it and attempt to catch it. If the ball is caught by a guard, the player loses and must restart the level.

- This challenge blocks both primary and secondary objectives.
- Patrolling guards will affect the players ability to complete the level as they attempt to catch the ball and force the player to restart the level and try again. Additionally, the guards will force players to take extra shots to go around them if they wish to remain undetected.
- To tackle this challenge, the player must knock the ball around the guards. Additionally, they may push environmental objects in front of guards to block their field of view.
- This challenge requires skill to time actions around guards' patrols as well as planning shots to limit the odds of detection.

3152: Assignment 4 (Gameplay Specification)

Assessor: Traci Nathans-Kelly

SA: Strongly Agree   **D**: Disagree
A: Agree   **SD**: Strongly Disagree

	SD	D	A	SA
The document targets the correct audience (the team).				
• The language and tone are appropriate for the audience.				✓
• The document can successfully onboard a new member.				✓
The core vision is an effective summary of the game.				
• The vision expands on the concept document while still being concise.				✓
• The vision is worded from the designer, not player, perspective.				✓
The design philosophy conveys what the developers want to achieve.				
• The team outlines what makes the game unique.				✓
• The team has defined the important design goals for the game.				
• The team identifies a clear path for achieving these goals.				
The objectives clearly identify the player's focus.				
• The primary objective is well-defined and measurable.				✓
• Any secondary objectives complement the primary objective.				
The actions clearly delineate what the player can do.				
• The presentation is consistent, understandable, and considered.		✓		
• The input, limitations, and outcomes are all well-defined.				
• The actions are prioritized, consistent with the design philosophy.				
The interactions clearly delineate what the player can do.				
• The presentation is consistent, understandable, and considered.		✓		
• The triggers, outcomes, and method of control are all well-defined.				
• The interactions are prioritized, consistent with the design philosophy.				
The challenges summarize the types of obstacles the player will encounter.				
• The presentation is consistent, understandable, and considered.			✓	
• The challenges clearly block progress towards the objective.				
• The challenges can be overcome by the actions and interactions.				
The document is clear and well-written.				
• 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.		✓		

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Assessor: Walker White

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