Gameplay Specification
Parole in One

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

Core Vision

In a world where golf is illegal, one superstar golfer decides they just can't live without minigolf. Forced to putt in prison, players should feel a combination of the whimsy of minigolf (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. However, the minigolf 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.

Chase sequences will give the game a fast, action-packed pace. In contrast to the slow, calculated shots of ordinary minigolf, chase sequences will push players further to learn firing mechanics intuitively. 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.

The par-based scoring system will add an extra challenge for completionist players, but it will not penalize players who simply want to play without worrying about scores. Although players can complete levels in as many shots as they need, their score will be better if they use the least amount of shots possible. Players who aim to have the best

scores will need to find more efficient solutions to reduce their number of strokes. This encourages players to replay levels.

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 minigolf in prison will add welcome comic relief. Players will become attached to their eccentric minigolfer 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 players make 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
Mouse Press and Drag (on the ball): When the ball is selected, the players drag the mouse to select how much force they would like to apply to the ball

Verb	Input	Limitation	Outcome	Importance
Putt	Mouse press and drag (on the ball)	Cannot hit a moving ball	The ball is moved by selected force and direction	Critical
Push	Mouse press and 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	Putting	Critical
The ball moves into a guard's field of view	The guard Chases	Putting Timing Pushing	Critical
The ball moves out of a guard's field of view	The guard Chases, pauses, Patrols	Putting Pushing	Desirable
The ball touches a guard from the front	The players lose and restart the level	Putting	Critical
The ball touches a guard from the back	The guard will bounce off the ball	Putting	Desirable
The ball hits a button	The associated door(s) will open	Putting	Desirable
The ball hits a timed button	The button is activated and associated door(s) will open for an allotted amount of time	Putting	Desirable
A timed button deactivates	The connected door(s) will close	N/A	Desirable
The ball moves into an alarm region	The alarm is activated and all guards move toward the alarm	Putting	Desirable
A guard moves into an activated alarm region	The guard deactivates the alarm, Decides	N/A	Desirable
A guard collides with a box while moving	The guard pushes the box in direction of movement	N/A	Desirable

Putting: Control the direction and angle of the shot to reach an intended position
Timing: Time the shot according to the guard's position
Pushing: Push objects to block the field of view of guards
Chases: The guard stops its patrol and moves towards the last seen location of the ball
Patrols: The guard returns to its normal patrol path
Decides: If the ball is not in the guard's field of view, patrol, otherwise, chase

Challenges

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

- This challenge blocks both primary and secondary objectives.
- Poorly planned paths and shots will increase the risk of guard detection and the number of shots needed to complete a level.
- Players 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, players lose and must restart the level.

- This challenge blocks both primary and secondary objectives.
- Guards may catch the ball and force players to restart the level or increase the number of shots to complete the level if players try to go around them.
- To tackle this challenge, players must shoot the ball around the guards or push environmental obstacles to block guards' line of sight.
- This challenge requires skill to time actions around guards' patrols as well as planning shots to limit the odds of detection.

Timed Buttons: Some areas will be blocked off by doors associated with buttons. Hitting the buttons with the ball will open or close the associated door(s). However, some of the buttons will be timed and will deactivate after a certain number of shots or seconds. If players fail to use the new path in time, they will have to reactivate the button and try again.

- This challenge blocks both primary and secondary objectives.

- Players cannot proceed to an area without using the buttons to open doors and may have to spend extra shots to backtrack or play quickly and suboptimally.
- To tackle this challenge, players must shoot the ball precisely or quickly depending on the type of button (shot-limited or time-limited)
- This challenge requires players to quickly make a number of shots or strategically use precise shots to use the doors before the buttons deactivate.