



PAROLE IN ONE

Design Specification

Waypoint - Team 3

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

HIGH THEMATIC STATEMENT



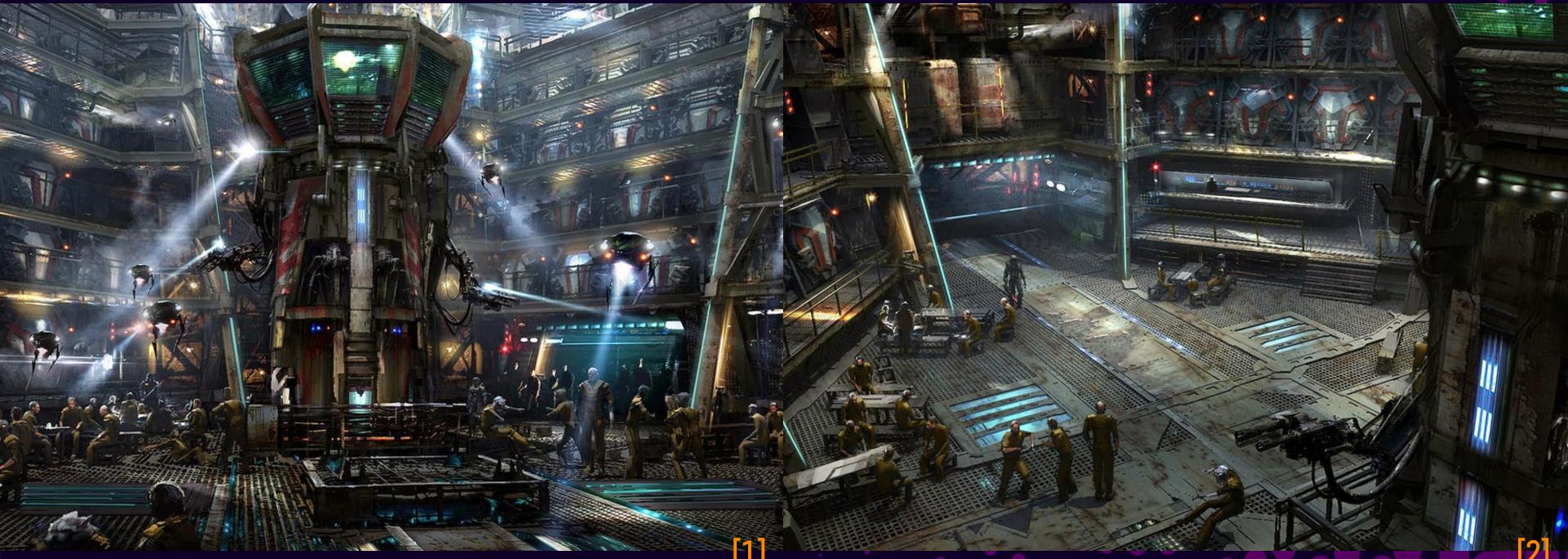
In a world where golf is illegal, the player must pursue their putting dream behind bars. The player should feel a combination of the whimsy of mini golf (as they precisely line up a shot through an elaborate course) with the mild strategic pressure of a stealth game (as they avoid traps and guards) amidst colorful environments underscored by a prison theme. To achieve victory, the player will have to interact with aspects of the level environments and be mindful of the movements of guards in order to navigate each level with the fewest strokes possible. Plus, along the way, the player may find their progression inadvertently causes one of the biggest prison breaks of all time.

Chapter One:
MOOD

PRISON INTENSITY



Our main design challenge is conveying a prison environment while keeping the tone lighthearted. We will use sci-fi prisons as inspiration for environment design and search for a balance between prison grit and nonsensical whimsy. The illustration below display how contrasting lights can create a more unique and less depressing setting intermixed with a prison's roughness.



[1]

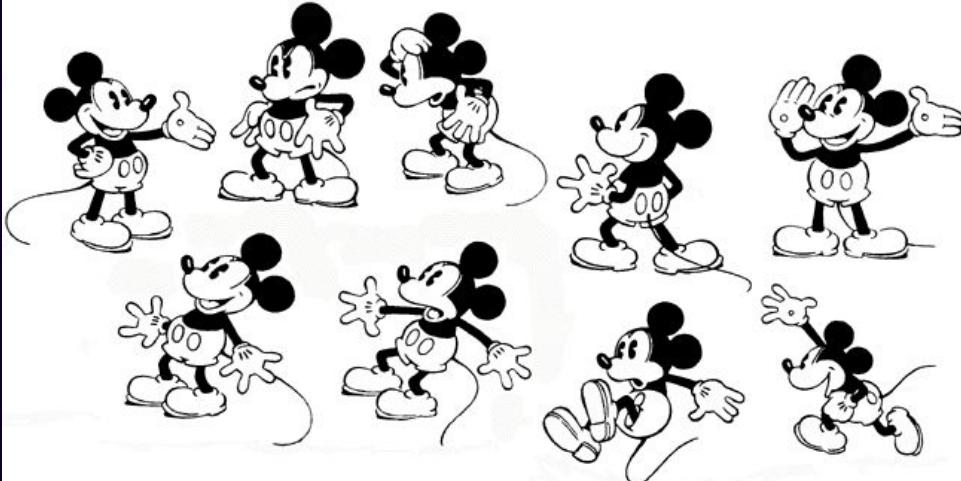
[2]

WHIMSY AND FUN

To emphasize the ridiculous juxtaposition of minigolf in prison, we plan to incorporate a cartoony feel. Enemies will look silly rather than intimidating, with fun exaggerated emotions. The player will be able to interact with the environment in a way that will invite humor and delight. For example, they could distract guards with a donut, or bump into guards from behind to send them spinning around the screen.



[3]



[4]

COLOR CONTRAST

To offset the dreariness of a prison, we plan on contrasting dull, muted colors with vivid ones. Colorful lights will pop against the dark floors and walls. Lights will indicate guards' alertness, show their line of sight and guide the player to the goal.



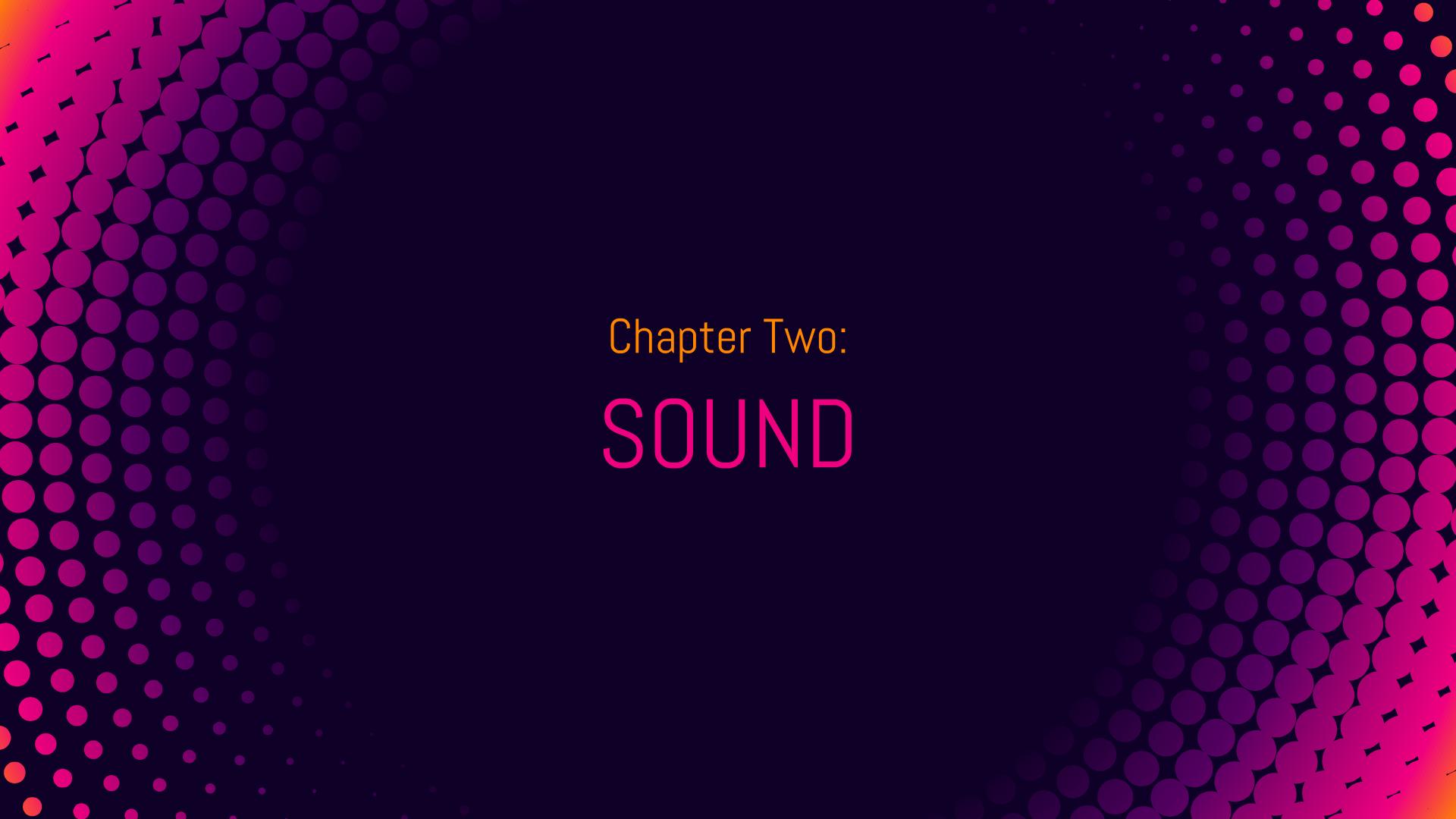
[5]



[6]



[7]



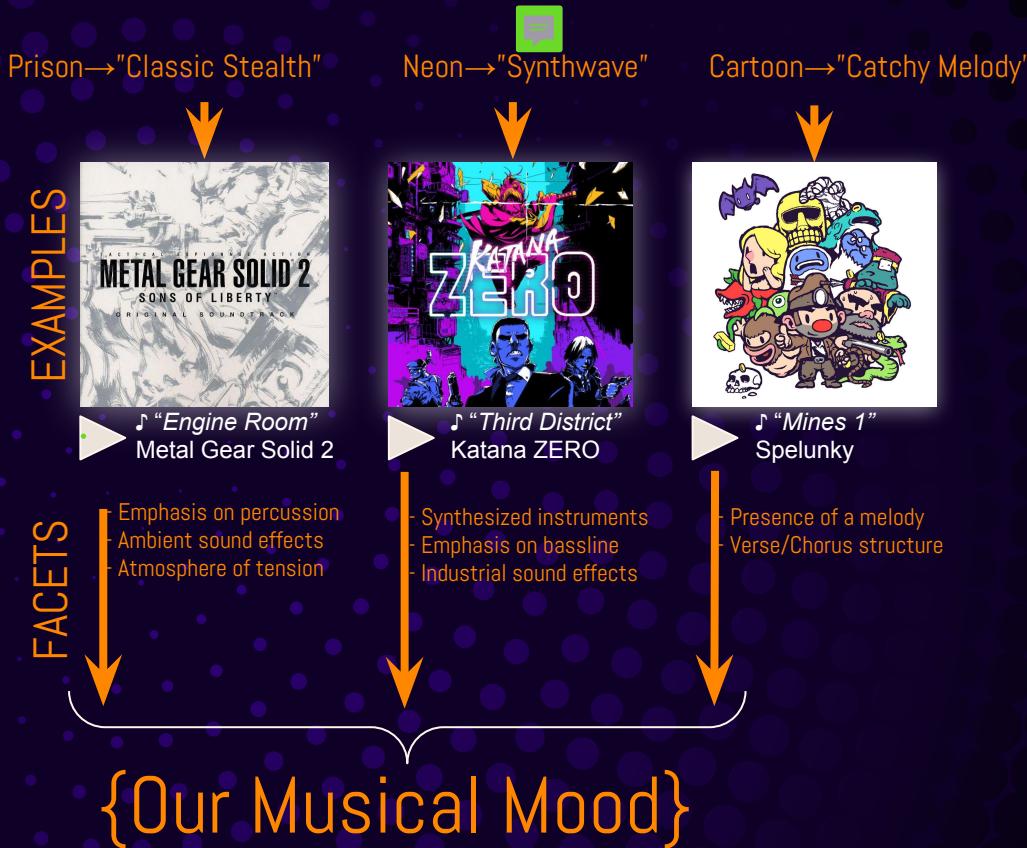
Chapter Two: **SOUND**

MUSIC INSPIRATION

Three Moods, Translated to Musical Styles:

Our game seeks to visually combine three aesthetic poles; thus, it makes sense for the soundtrack to do the same. Extracting various facets of soundtracks that match the moods we're seeking to combine lets us determine the core aspects of the musical mood our soundtrack will use.

In short, our soundtrack will borrow the percussion and loose, ambient structure found in the music of stealth games, the unique instruments and emphasis on bass found in games with a neon style, and the presence of a central melody or motif as is the standard with cheery, cartoon-y OSTs.



SFX INSPIRATION

Punchy Golf Noises, Exciting Stealth Effects

Golf sound effects may seem simple at first glance. That's because they are. Depth is introduced when designing sounds for the ball's collision with various materials. For this game, such effects were researched with a deep-dive into golf classics (right). The final effects will be designed by recording sounds from real life and editing them for fine-tuning.

The sound effects rooted in the stealth aspects of our game will mimic the ambient effects and spotted/alerted sound cues found in various stealth games (pictured), created with digital instruments.



Cartoon Influence



Putt sounds (light, medium, heavy)
Collision sounds (varying materials)

Environmental sounds (Distractions, alarms)
Spotted/caught sounds (Varying intensity)

{Our Sound Effects}

Clockwise from top right, [8] [9] [10] [11]

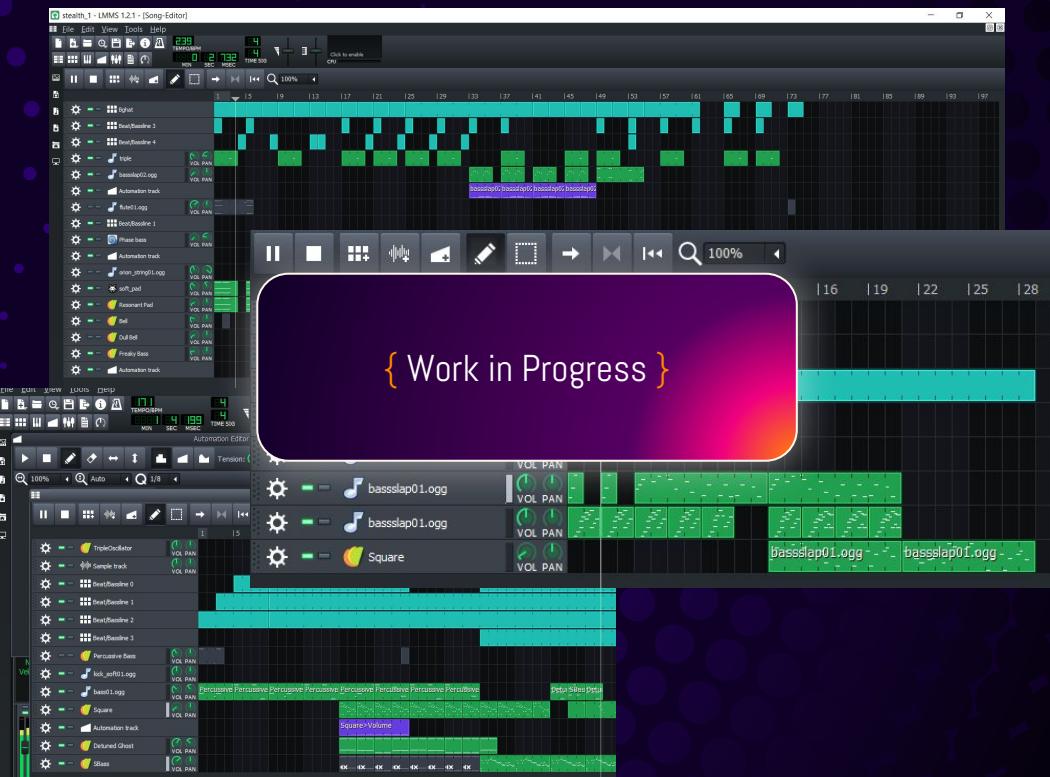
MUSIC IMPLEMENTATION

Reflecting Atmosphere and Gameplay

Music tracks for this game will be composed using LMMS.

These tracks will be composed with the aspects of inspiration described in previous slides in mind. Certain tracks may vary on each of the three dimensions based on where they will be placed in the game.

Each background track will have a "stealth" and "chase" version. When spotted (or, the guards go into chase mode) the music will seamlessly shift to the "chase" version. Likewise, once they begin to return to their posts, the music will shift to the "stealth" version.



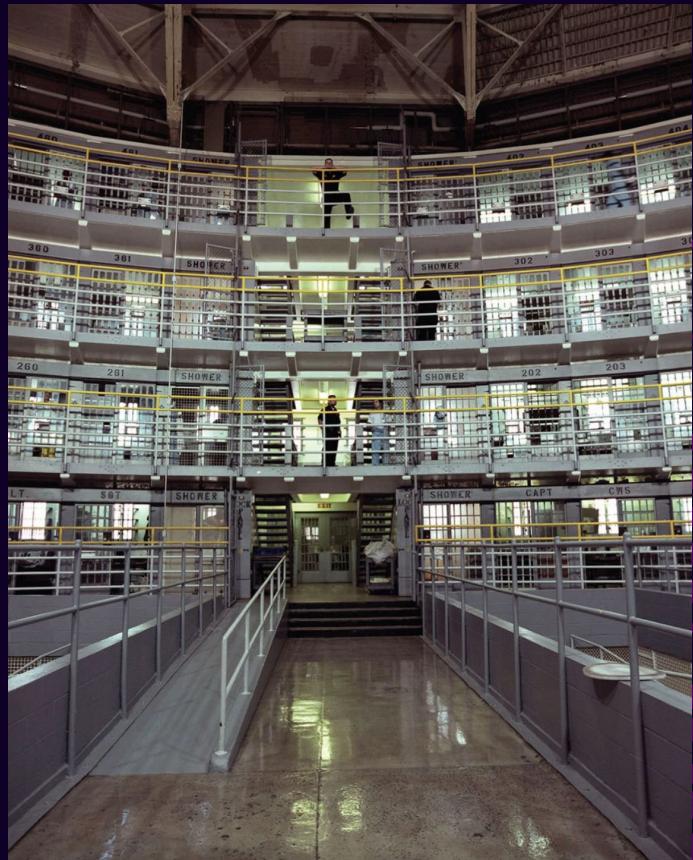
Chapter Three:
PHOTOS

PRISON REFERENCES

To create levels that believably look like prisons, we will look at the architecture and layout of traditional prisons.



[12]



[13]

MINIGOLF REFERENCES

Minigolf courses tend to have fun layouts and lots of obstacles. We will use them as inspiration for designing level puzzles.



[14]



[15]

MINIGOLF REFERENCES (cont.)

Colorful balls and clubs are a signature feature of classic minigolf.



[16]



[17]



[18]

GUARD REFERENCES

The enemy guards should be recognizable as prison employees. We will find inspiration for their designs by looking at prison guard uniforms.



[19]



[20]



[21]

GUARD REFERENCES (cont.)

We are considering robotic rather than human guards for additional comedic effect. The robots pictured here are both designed for security purposes.



[22]



[23]

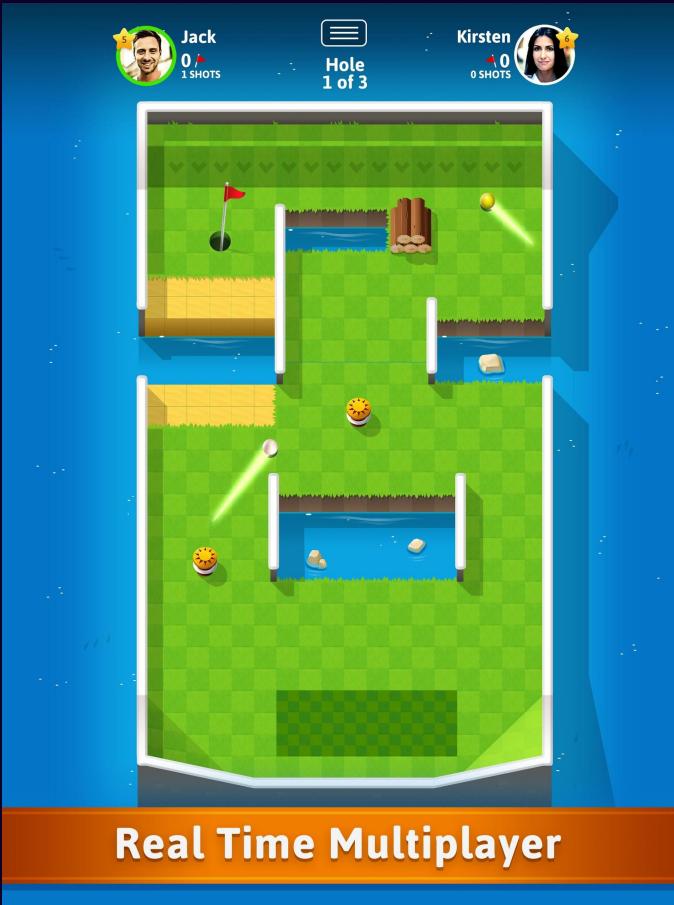
Chapter Four:

PERSPECTIVE

THREE-QUARTERS VIEW

Our game will be functionally top-down, but we plan to use a three-quarters view to allow more freedom with visuals. Players will be able to view all areas of the screen at once, allowing them to puzzle out their movements accordingly.

The provided image works well because the gameplay is the same as a top-down golf game's, but the slightly angled view gives a sense of depth and solidity to the world.



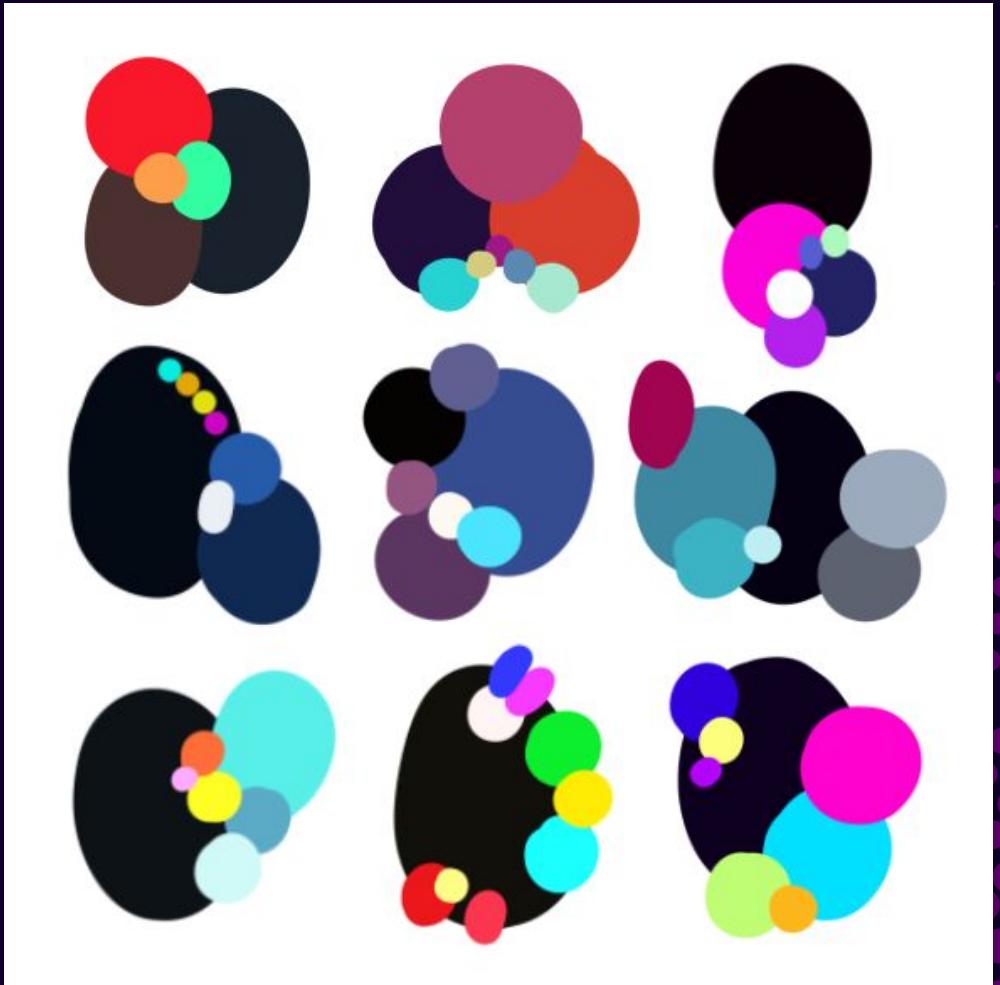
Chapter Five:

COLOR SCHEME



COLOR SCHEME

The background will be a dark color, likely gray or blue. This way the white golf ball will stand out strikingly so that players are always aware of its location. Colorful lights will break up the darkness and direct players to important elements.

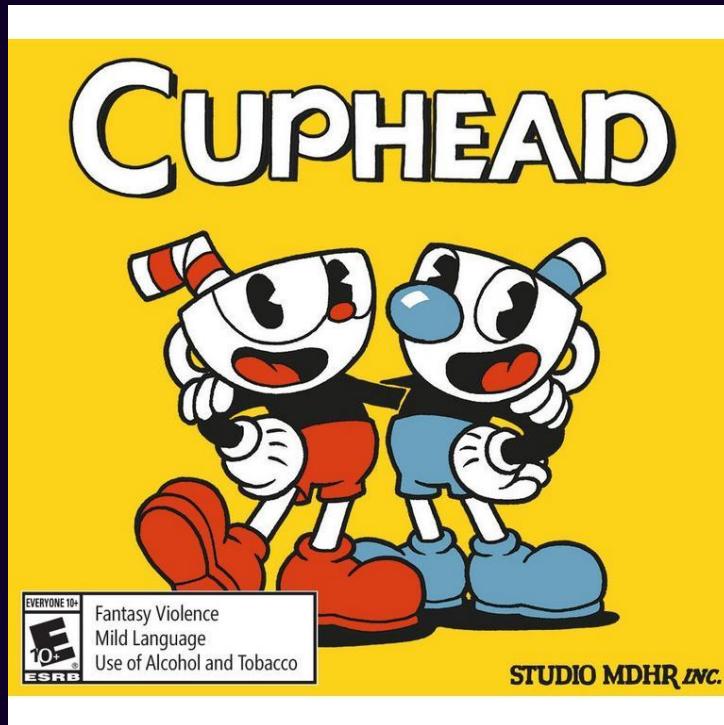


Chapter Six:
LINES

LINES

Lines will be of a consistent thickness throughout. They will be dark and bold, as is consistent with a cartoony style.

More specifics regarding the pen type and thickness will be decided after we determine which illustration program designers will be using.



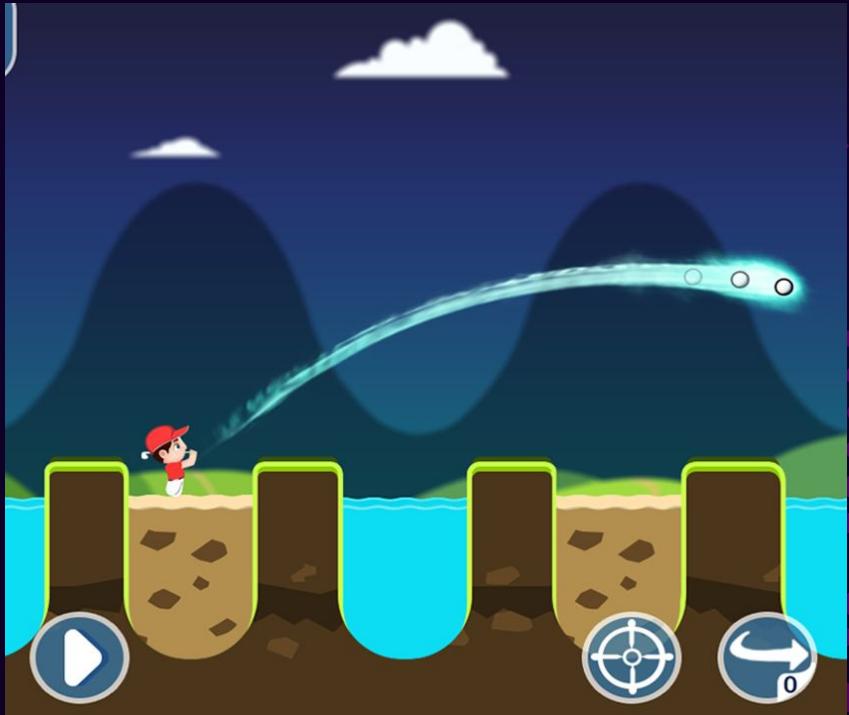
[25]

Chapter Seven:

ANIMATION STYLE

GOLF BALL ANIMATION

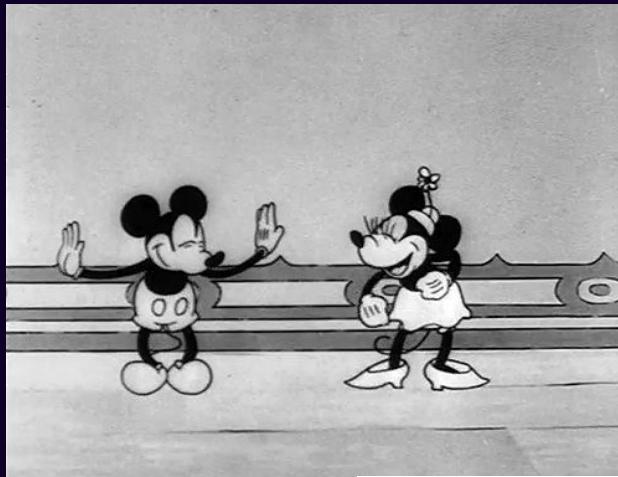
The golf ball will have a simple, circular design. Our main consideration is whether it should simply roll across the screen, or whether it should leave a trail of light behind it. Neither of these options would affect the game mechanics; it is only a matter of appearance.



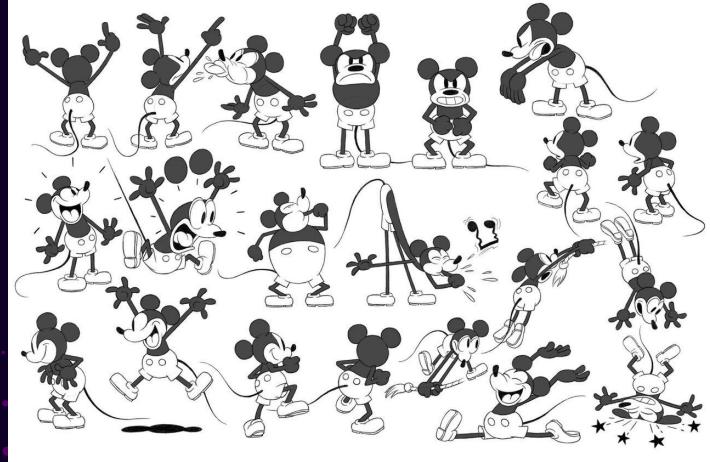
[26]

GUARD ANIMATION

Part of the game's humor comes from watching how the guards react to players' actions. We plan to give the guards exaggerated and comical movements reminiscent of old-school Disney cartoons.



[27]



see animated gif at

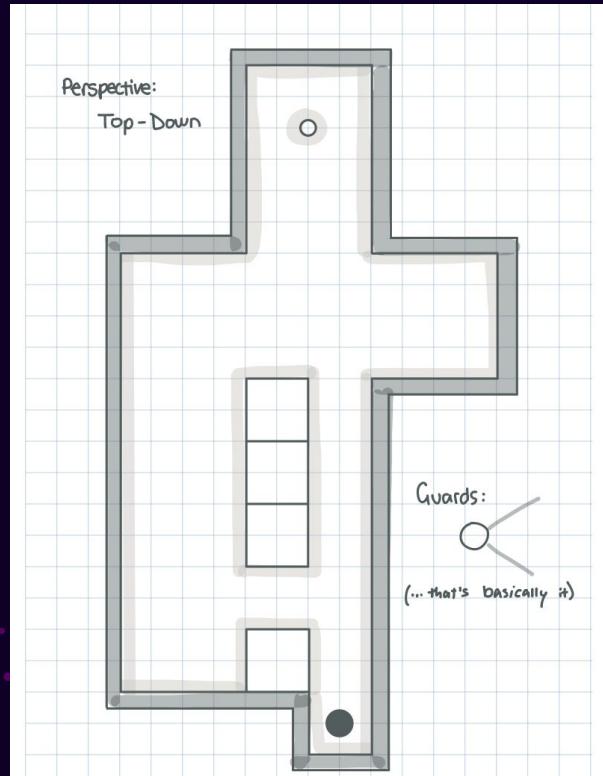
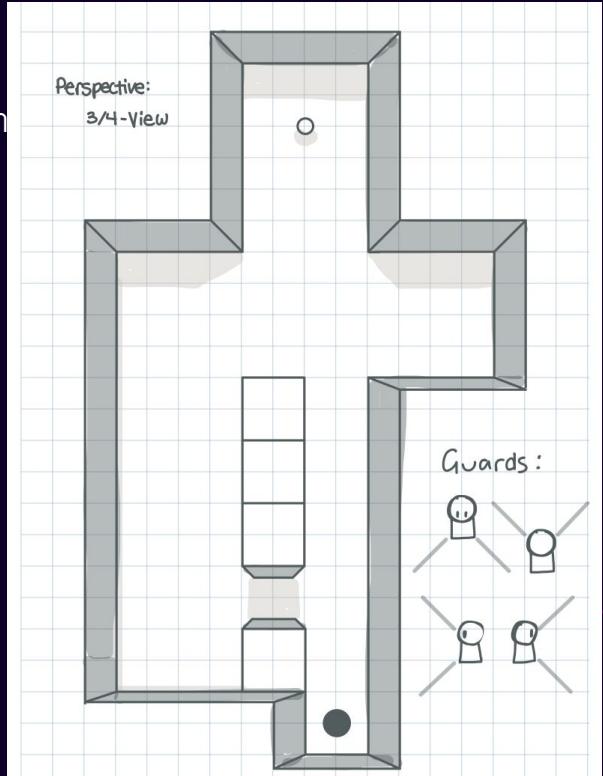
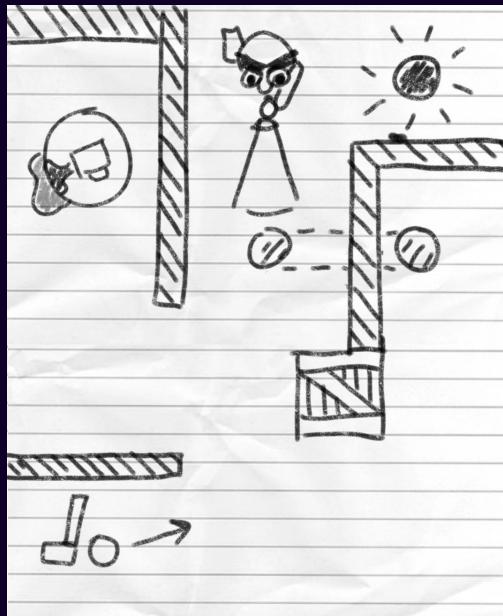
<https://reedart.files.wordpress.com/2018/01/1931-rubber-hose-style.gif?w=500&zoom=2>

Chapter Eight:

CONCEPT ART

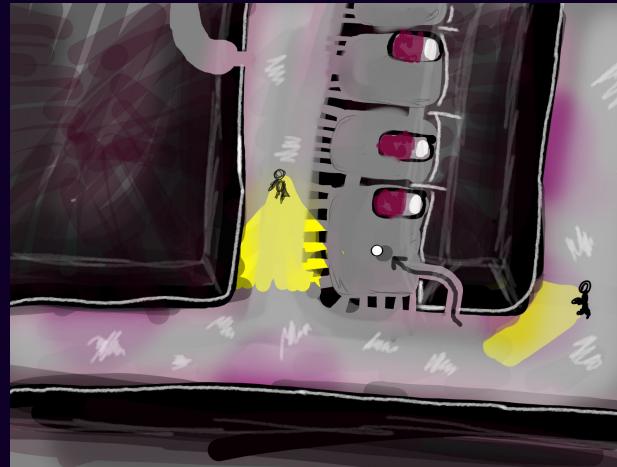
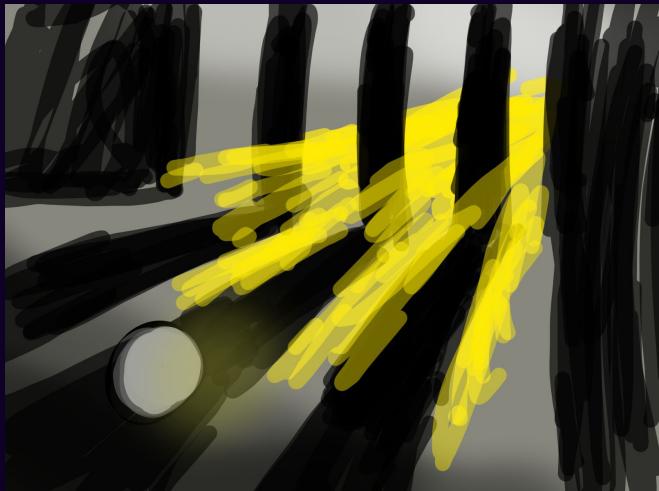
LEVEL PERSPECTIVE

To help us pick between top-down and three-quarters perspective, we sketched both views and weighed the advantages and disadvantages of each.



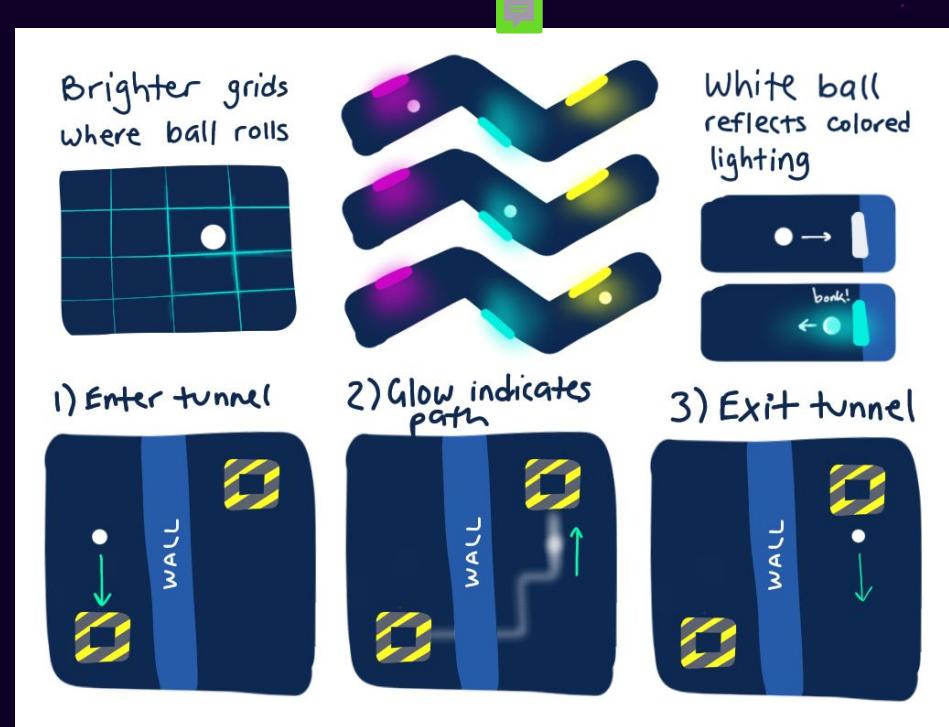
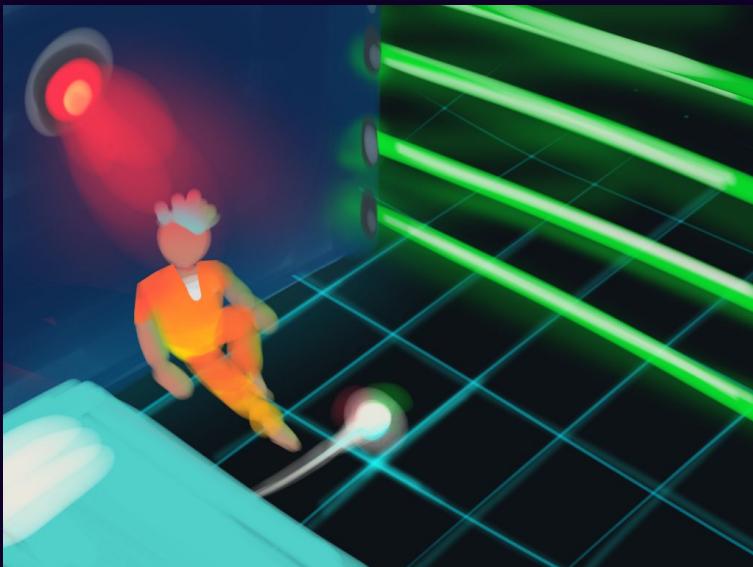
COLOR SCHEMES - PRISON

This set of concept art contrasts the dull grays of a prison with bright colors, making the prison setting obvious while also playing with color.



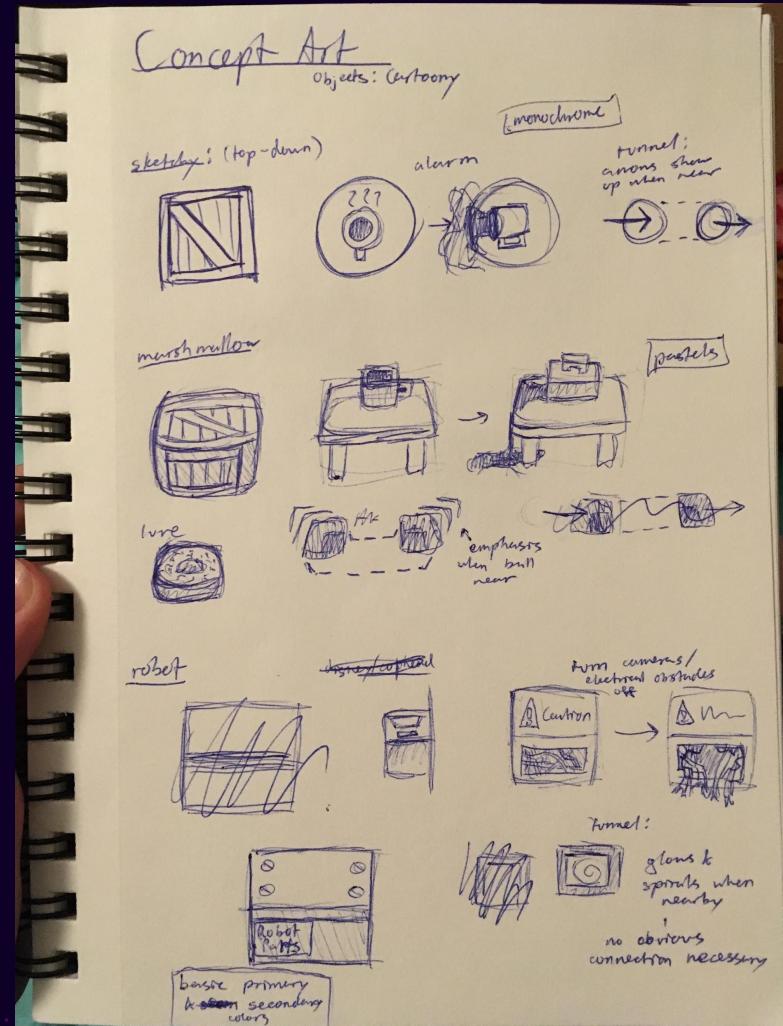
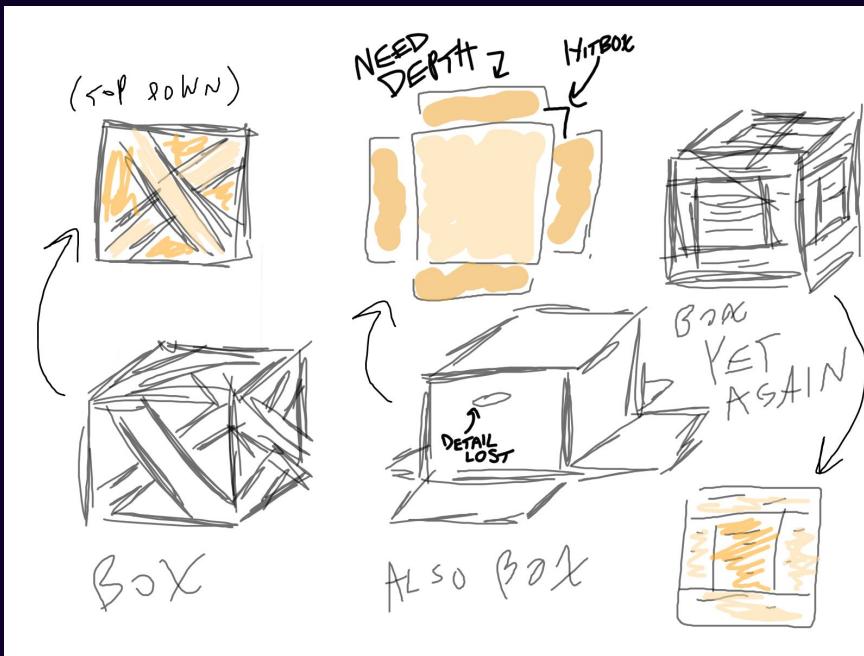
COLOR SCHEMES - NEON

In this concept art, the prison has a more futuristic feel. Neon lights pop against the dark background and give the setting a high-tech air.



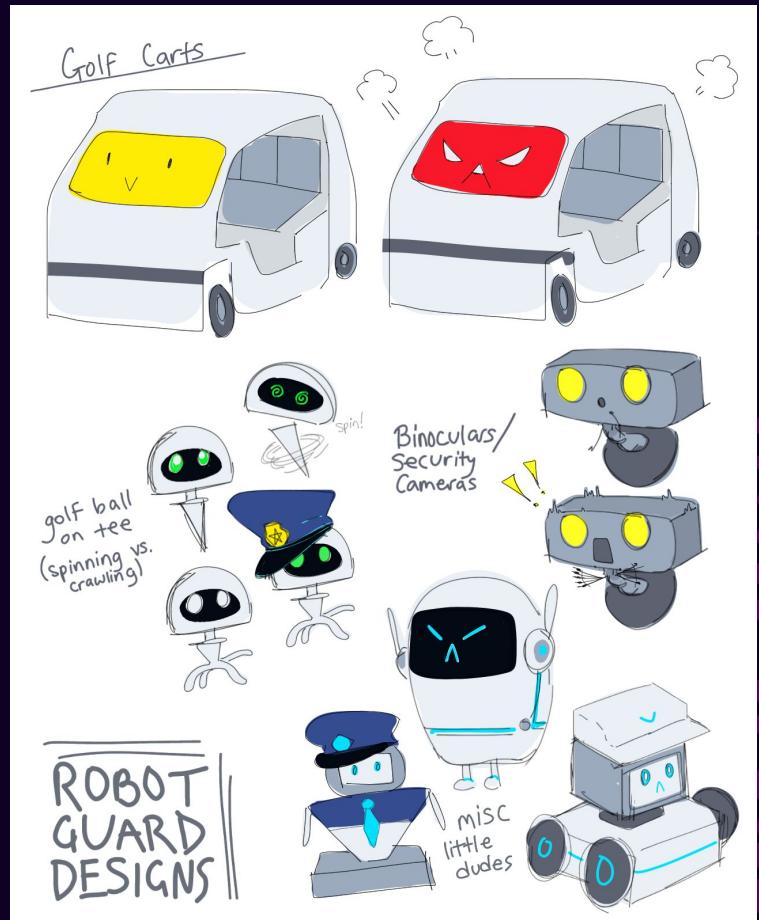
OBJECTS

While we know we will have alarms, tunnels, and boxes which players can interact with, we must also take into consideration how they will appear with regards to perspective and how they can be designed to appeal to the game's fun and whimsical mood.



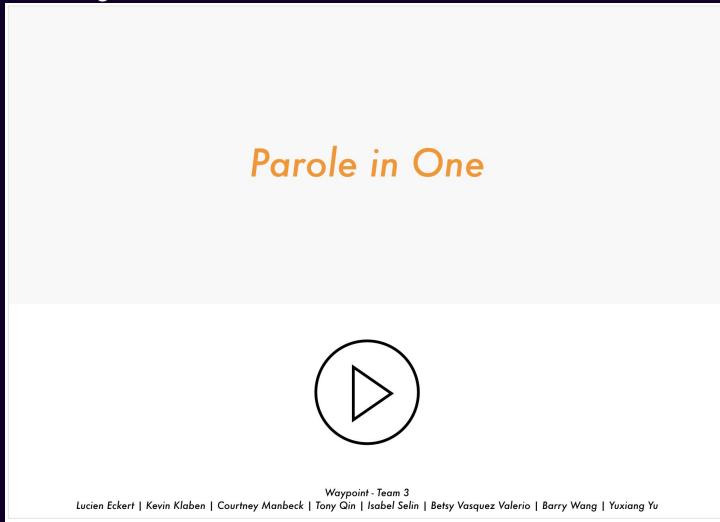
GUARDS

Guards will have visual cues, possibly involving light and color changes, to indicate if they have spotted the golf ball. We are leaning towards robotic guards because players can mess with them more and feel less guilty.

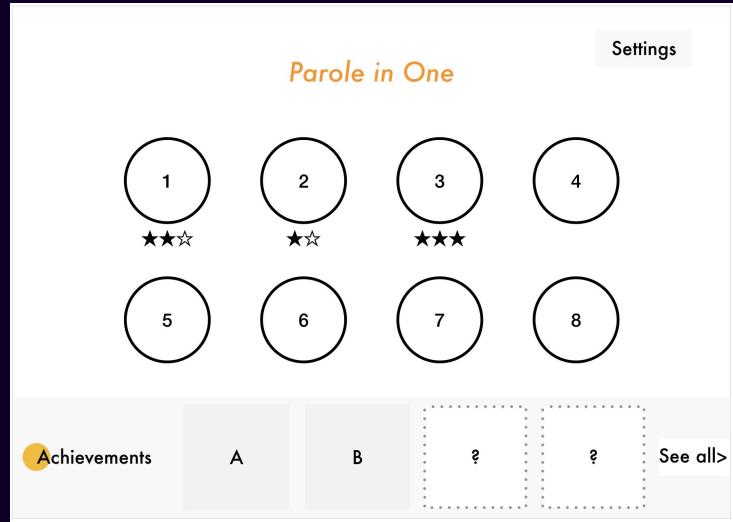


USER INTERACTION

Loading Mode



Level Chooser



Note: UI drafts without themes.

USER INTERACTION

Playmode
Demos

Speed: 15.212 m/s Level 1
15.11s Stroke:1 ||

Ready for next move Level 1
25.71s Stroke:2
Last time: 10 in total ||

Ready for next move Level 1
55.71s Stroke:5 >

Ready for next move Level 1
25.71s Stroke:2
Last time: 10 in total ||

Level Content

Continue Restart Return to Levels

Continue Restart Return to Levels

A level-focused distraction-free UI with just enough status (if ready for next move and stroke times) These UI demos have not applied our themes yet but are very adaptable.

Also:
Putting interaction design

Chapter Ten:

FILE FORMATS



CITATIONS

1. <https://terrancognito.blogspot.com/2017/08/conversation-with-stan-x-regarding.html>
2. https://tawnyaangel555.files.wordpress.com/2018/04/screenshot_20180406-1040315278693110275798850.png?w=1000
3. <https://www.gamesradar.com/cuphead-review/>
4. <https://screamingforheartfulness.weebly.com/inspiration.html>
5. <https://www.deviantart.com/markbizkit/art/Neon-Nights-826013862>
6. <https://www.roadtovr.com/wp-content/uploads/2016/08/new-retro-arcade-neon-menu.jpg>
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8. <https://www.mobygames.com/game/wii/wii-sports/cover-art/gameCoverId,188448/>
9. <https://www.mobygames.com/game/golf-story/cover-art/gameCoverId,464933/>
10. https://f4.bcbits.com/img/a1946658226_10.jpg
11. MGS2 OST cover:
https://vignette.wikia.nocookie.net/metalgear/images/0/07/Metal_Gear_Solid_2_Sons_of_Liberty_Origin al_Soundtrack_cover.jpg/revision/latest?cb=20080516224835
12. <https://www.azcentral.com/story/opinion/op-ed/2018/06/21/arizona-prison-health-care-lawsuit-settleme nt-corizon-aclu/719578002/>
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CITATIONS (cont.)

14. <http://nzarnoski.blogspot.com/2011/10/heres-some-examples-of-mini-golf-holes.html>
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19. <https://www.correctionsone.com/corrections-1/articles/its-correctional-officer-not-prison-guard-GQ3R8WOhrm26TppL/>
20. <https://www.amazon.com/Underwraps-Mens-Prison-Guard-Shirt/dp/B00LJ2FD5K>
21. <https://www.gettyimages.in/detail/photo/prison-guard-standing-against-wall-taking-high-res-stock-photography/200183105-003>
22. <http://hight3ch.com/worlds-first-robot-prison-guard/>
23. <https://phys.org/news/2017-08-mishap-doesnt-dampen-enthusiasm-robots.html>
24. <https://apkpure.com/tr/top-down-golf/com.miniclip.topdowngolf>
25. <https://www.gamestop.com/video-games/switch/games/products/cuphead/10178144.html>
26. <https://en.mobile-games-box.com/arcade-games/6204-mini-golf-center>
27. <https://reedart.wordpress.com/2018/01/08/rubber-hose-style-characters-from-get-a-horse/>

3152: Assignment 10 (Design Specification)

Assessor: Traci Nathans-Kelly

SA: Strongly Agree

D: Disagree

A: Agree

SD: Strongly Disagree

	SD	D	A	SA
The document has a consistent style as a whole.				
<ul style="list-style-type: none">• The writing has a common voice and does not sound unorganized.• Each page is visually clean and uncluttered.• The text is helpful, in that it is efficient but not scant.				✓
The opening slides are concise and effective.				
<ul style="list-style-type: none">• The title page has all of the required elements.• The thematic statement is short and to-the-point without using bullets.				✓
Chapters 1-3 demonstrate that the team has a strong, agreed-upon vision.				
<ul style="list-style-type: none">• <i>Mood</i> gives a strong vision of the game's emotional appeal.• <i>Sound</i> establishes how auditory input will enhance gameplay.• <i>Photos</i> reinforces the previous sections and is grouped thematically.				✓
Chapters 4-8 aid cooperation between the various designers.				
<ul style="list-style-type: none">• <i>Perspective</i> provides a clear, consistent spatial representation• <i>Color Scheme</i> shows an agreement on a common palette• <i>Lines</i> shows an agreement on the proper brushes and line styles.• <i>Animations</i> shows a clear animation style.• The additional elements are explained well with supporting text.				✓
Chapter 9: Concept Art is strong, with early sketches and supporting text.				✓
Chapter 10: File Formats helps the programmers to integrate the assets.				
<ul style="list-style-type: none">• The image formats and resolutions are clearly stated.• Sprite sheet or image atlas files have a clear layout.• Sound formats are identified and separated into music and effects.• Any other assets are identified and described.• The asset naming conventions are clear and sensible.	✓			
The document is clear and well-written .				
<ul style="list-style-type: none">• The document contains no spelling errors.• The document contains no grammatical errors.• The document has proper citations for all external assets.• The document adheres to the course writing guidelines.	✓			✓