Alt-Tab (Or another name?)

Amber Gong, Dillon Chan, Kaitlyn Tran, Kevin Dolan, Miranda Auriemma, & Nicole Lopez

"You're a college student sitting in a boring class, so you go on your computer while the professor isn't looking. But make sure you don't get caught!"

Index

- 1. Index
- 2. Game Design
 - a. **Summary**
 - b. History, Antecedents, and Related Games
 - c. Gameplay
 - d. Narrative
- 3. Technical
 - a. Theming
 - b. Mechanics
 - c. Set Up
 - d. Rules
- 4. Design
 - a. Visual Style
 - b. Game Flow
- 5. Development
 - a. Playtest Results
 - b. Future Work
 - c. Viability
 - d. Development Costs

Game Design

Summary

Play a variety of mini-games without the professor catching you. Completing mini-games grants points, not completing them grants no points, and getting caught by the professor ends the game.

History, Antecedents, and Related Games

WarioWare is a similar game in the aspect that it contains multiple minigames.

Gameplay

Main Game

The player completes mini-games on their computer without getting caught by the professor while the professor walks back and forth, periodically looking at the player's computer. To keep from getting caught, the player must press 'alt tab' to change screens on the computer. 'Alt tabbing' back in begins a new minigame for the player to complete. As time goes on, the teacher acts more quickly/erratically. GAME ENDS AFTER TIME LIMIT (3 minute?) or game over.

There is a danger indicator UI that will tell the player when the professor is looking at the player's screen, when the professor is not looking at the player's screen, and when the player is close to looking at the player's screen (akin to a traffic light).

Main Mini-Games

- Mini-Game 1: Messaging
 Text a friend by typing a pre-written text that is displayed on the screen
- Mini-Game 2: Whack-a-Mole
 Whack randomly appearing moles by clicking on them
- Mini-Game 3: Pong
 Just your classic Pong game

Extra Mini-Games

- Baseball clicker, time your clicks to get home runs
- Rhythm game, tap arrow keys like DDR
- Buy listed items on an online store
- I spy/Where's waldo
- Dinosaur jumping game
- Breakout
- Button masher (e.g. tug of war)
- FUN MATH GAMES

Optional Extra Stuff

- Lose points while work is open except when the professor is watching (so players can't play too cautiously)
- Save high scores
- Professor asks questions in relation to work

Narrative

Hey fuckers you thought it was a real idea, but it's me, Dio! Nice

Design

Visual Style

Computer Screen Ratio = 16:9 Resolution = 1280 x 720

