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| CAPSTONE GAME ASSETS | |
| bARISTAPOCOLYPSE | |
| April’s Contributions  Artwork here created by Megan MacKinnon |  |

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| RADIO HOST-Prompts | |
| A journey of risk & reward | |
| To get started right away, just click any placeholder text (such as this), and start typing. | |
| |  |  | | --- | --- | | Prompt |  | | G'Day everyone and welcome to the  Milky Way Cafe. We're lookin' at quite  the heatwave rollin' through the  far side of the universe, so it's best to  stay hydrated and keep those bolts cool. |  | | Better tighten up those oil pans, it looks like  It’s going to be a hot one! |  | | Severe Ice Blasts are sweeping in today,  as Kruger 60 passes by our atmosphere.  Keep those thermostats up or stay frozen  until ISON comes! |  | | Better get those tire spikes on today,  we’ve got a cold front coming in with  a snowy appearance later tonight! |  | | Good morning, everyone! Today feels like  a nice day to relax, snack on some sweets,  and enjoy the galaxy. |  | | Today is not looking good, our radio host  woke up on the wrong side of the bed  so no announcement will be made today. |  | | |  | | --- | | Meaning | | Extreme heat-Coldest options available for drinks | | Cold materials will be asked for most often | | Kruger=Cold  ISON=Hot-can pass through the sun’s atmosphere. Both are comets.  Extreme cold, drinks with the spiciest option available | | Spicy materials will be asked for more often | | Sweeter ingredients will be used | | Bitter ingredients will be used | |

*\*More prompts will be available once our ingredient list is confirmed and completed.*

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| Player Tutorial Breakdown | |
| DIY Myths & MYSTERIEs | |
| Upon loading the game, the player will be confronted with the issue of other employees not showing up, so it’s left to you, the barista-bot! You have no idea what you’re doing so your first challenge is to hook up to the “sign-in terminal” and “download” the programming for your controls. Basic controls will be displayed through a pop-up HUD and locations of the various workstations and ingredients will be highlighted on the map. This basic play information will be available at any time through the main menu. | A screenshot of a computer  Description automatically generated |
| First time loading in  “We’ll its about time you decided to show up. Have you ever had to deal with customers before they’ve had their coffee? Theres no time to go through how to do your job so hook up to that terminal over there and download your duties. Get to work!”  *\*At this time the player will see layouts for controls on controller or keyboard & mouse*  Continuing the story, you will get prompts like the one below.  “You made it through your first shift, give yourself a pat on the back. Now, enough celebrating. Get to it!” | |
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| Character Cards |
| Manager breakdown and player cards Images are for reference only! Characters are still under development. |
| (Esel= ”Jackass” in German-> Reverse translated to “Donkey” in English)  Esel’s family has owned the café for generations. The café has been handed down a few dozen times. Esel had dreams of being an incredible aerospace mechanic, but after a very serious injury those dreams were crushed, along with his arm. He never wanted to own a café but now he owns the only café in light years. He’s very rude to employees because he himself hates his meaningless life.  Although he hates the café, he’s pushy about orders being done on time and properly to what the customer is requesting, not only so that customers leave happy and don’t bother him, but he still wants to be able to make his family proud. If there are mistakes throughout the shift, he has no issues dishing out (at times harsh?) penalties at the end of the shift for incorrect orders/ingredients used.  There is a wall of photos in the cafe dedicated to all the activities he used to do before he lost his arm.   \*Reference to the pizza place manager in Futurama (“there’s a pizza ‘goin out, c’mon!”)\*  ^ This breakdown explains why the manager is rude ^ |

**Player Breakdown**

When the manager talks to the player robot, the robot barely listens as it can basically guess what the manager is about to say and often ponders about its existence and why it’s still active while the manager continues to berate the robot.

The way these comments will be implemented is by small non-intrusive text bubbles near the player that are fully voice-over.

**SPECIAL CUSTOMERS**

*\*VIP Customer scoots in\**

“You see that special (effect-glow, sparkle etc.) that’s a VIP Customer. Complete their order as fast as possible and get it correct to score big!”

*\*Chaos Bot barges in\**

“That little bot right there has been terrorizing the café, clean up his messes quickly to keep your customers happy!”

[GDD LINK](https://docs.google.com/document/d/12JmeUa9DKDB_CuGWWh2QiHFUj4Up5DvLFp4JXLy0XWw/edit#heading=h.mpucgp3egl6u)