

CART 415 Game Studio 1: Pitch

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Game premise

Two students are rivals in an art class, competing for the best grade on their sculpture project. One of them (the player) has no intention of playing fair! You're determined to modify the sculpture's design to ruin your rival's project. The problem? Your rival occasionally checks to ensure everything is on track. Pull off the sabotage without getting caught to win!

Key Parameters of the Situation

Environment:

A competitive art class where students work on sculpture projects. This space is constructed and equipped with tools, materials, and a setup that helps the students interact with their art without being immediately noticed.

Player's Objective

Complete the sabotage while the rival is distracted (fill the progress bar) before time runs out (the class is over).

Avoid detection by the rival, who randomly goes back to work on the sculpture.

Player-Rival Dynamic

The rivalry aspect in the game drives tension as both the students are vying for the best grade.

Core Tension

The progress bar adds pressure, as it drains when no action is taken.

Actions are simple but high-stakes: success relies on sneaky timing and stopping in time. Distracted states offer windows of opportunity to act, balanced by periods of tension when the rival is vigilant.

Feedback and Penalty:

Visual and auditory cues signal when the rival is distracted or alert.

Getting caught results in instant failure (Game Over).

Sources of Information

1. Situational Analogies in Media

Rivalry is a common theme found in cartoons and movies (e.g., **Tom and Jerry**). These portray playful, exaggerated tension, which is directly applicable to our game's dynamic. Furthermore, female characters in media frequently find themselves in relationships defined by jealousy and a desire to outperform or outshine one another (e.g., **Mean Girls**, **Pink Bitch Club**). This envy often manifests in acts of sabotage, manipulation, or cruelty, which are justified (to them) by a perceived imbalance of talent, beauty, or attention.

The competitive setting of art or creative spaces (e.g., episodes of **RuPaul's Drag Race** or **Project Runway**) reflects the clash of creativity and ego, adding a relatable layer to the theme. My main sources of inspiration though, are the girly flash games from the 2000s like **Devilish Hairdresser**, which exemplify similar mechanics. These games emphasize simple but engaging tasks where players must balance action with stealth.

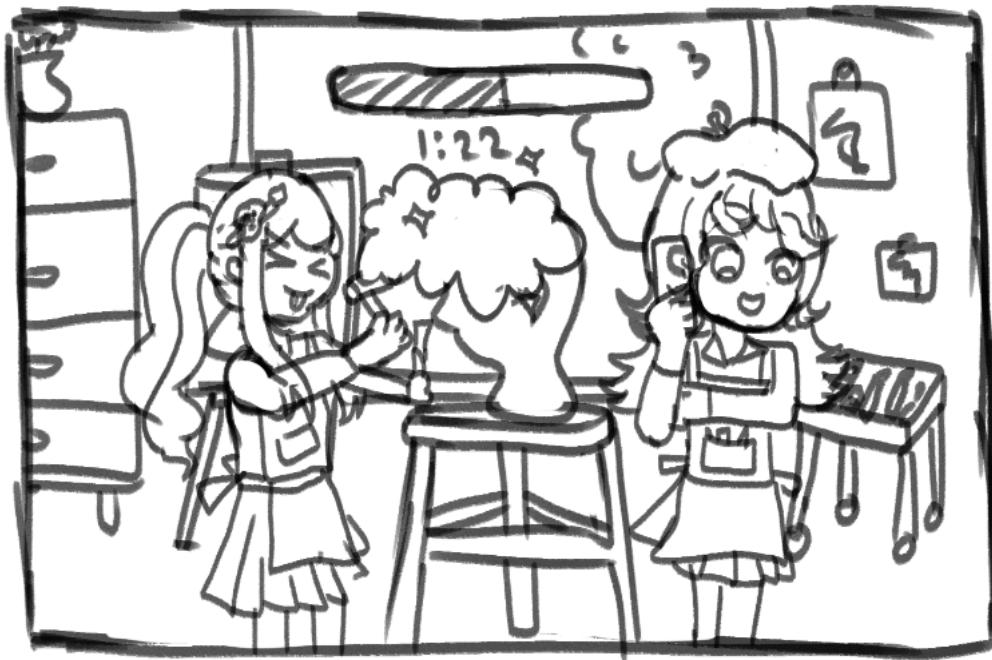
The main character in the game is technically a villain because she engages in sabotage, an inherently destructive and unethical act. This aligns with a recurring theme in media: exploring the darker, flawed sides of human relationships and the appeal of "bad" behavior.

2. Video Documentation

- ▶ Untangling the Lore of Devilish Hairdresser
- ▶ 2000s Girls Games - Slacking Games
- ▶ Tom & Jerry | Tom & Jerry in Full Screen | Classic Cartoon Compilation | WB Kids
- ▶ Mean Girls - Kalteen Bars
- ▶ ❤️ GYARU TALK

https://www.youtube.com/watch?v=NpwmL9apiCw&ab_channel=RuPaul%27sDragRace

Visual Mockup



Situational Design Breakdown

1. **Choice:** The player has one main action (sabotaging by holding the mouse) and must decide when to execute it. However, there are multiple pranking spots (e.g., head, arms, base). Some of them fill the bar faster but have a cooldown time before the player can do them again.
2. **Variety:** The rival has many different distractions (e.g., sketching on a notebook, scrolling on their phone, talking to a classmate). There will be a couple of levels, each with a slightly different background setting (e.g. morning, afternoon, evening)
3. **Consequence:** The player knows that if they are caught by their rival, they have a game over because they got reported to the teacher. If they click for a certain amount of time without releasing their mouse, they get a focus power-up that makes the bar fill faster.
4. **Predictability:** The game includes clear cues for when it's safe to prank (rival distractions) and when the rival is checking. There will be visual or auditory signals to give players a slight edge in predicting when the rival will switch states (e.g., the rival sighs as they're about to turn).
5. **Uncertainty:** There is some randomness in how long the rival stays distracted, so the player doesn't rely solely on patterns.
6. **Satisfaction:** The win condition (filling the progress bar) is clear and achievable. The instant failure from getting caught adds stakes. When the player succeeds they can see the final result of the sabotage (e.g. carving a silly face on the sculpture, adding weird accessories, etc.)

Art Direction



Technical assessment

We are a team of three, with exchangeable skills tailored for this game project. While all of us will contribute to coding, we will allocate more time to tasks aligned with our individual specialties:

- Designing characters, environments, and other visual assets.
- Creating dynamic character and object animations to enhance the gameplay experience.
- Implementing gameplay mechanics, progress systems, and UI interactions in Unity using C#.

Tools and Resources

We plan to use **Unity** as our game engine because:

- It is a widely-used platform for game development.
- Our teacher can assist us if needed.
- It offers extensive resources and tutorials for problem-solving.

Since C# is not our strongest language, we will rely on:

- **Online Tutorials:** Platforms like YouTube and Udemy for Unity and C# guidance.
- **Support Networks:** Assistance from Jonathan, the Computation Lab, ChatGPT, and forums like Stack Overflow.
- **Free Assets:** To save time on asset creation, we may use free online resources if necessary.

Key Game Mechanics

- Must visually and responsively indicate sabotage progress.
- Mechanics include filling (when sabotaging), draining (when idle), and providing immediate feedback to the player.
- The rival's behavior must feel unpredictable but fair.
- Randomized timing for the rival's sculpture checks will add tension to the gameplay.
- The game should feature a polished and clear user interface.
- Include visual cues, animations, and sound effects to enhance player feedback.

Risk Management and Simplifications

We recognize that other course commitments might constrain our time. To mitigate this:

1. If we are running out of time, we will simplify the game to its **bare minimum**, including:
 - A single interaction point for sabotage.
 - One level only.
 - Excluding power-ups, animations, and non-essential features.
2. Time management and prioritization will be critical. We'll focus first on:
 - Core mechanics (progress bar, sabotage interaction, and rival detection).
 - Essential artwork and UI for a functional, polished game.

Artwork and Animation

- A fair amount of artwork is required for this project, including character designs, environment art, and UI elements.
- If time permits, we'll create animations to bring the game to life.

Goal and Final Deliverable

With effective time management and team collaboration, we aim to deliver a polished game with:

- Engaging sabotage mechanics.
- Clear visual and auditory feedback.
- A cohesive and visually appealing user interface.

Basic scheduling

Week 1

- Create the Unity project with a simple 2D art layout.
- Implement the sabotage mechanic (progress bar fills while holding a button, time limit).
- Work on character and level design (sketch, not the final version)

Week 2

- Program rival AI with random distraction and checking states.
- Add placeholder visual indicators (progress bar, rival state changes).
- Add basic sound effects for distraction and detection cues.

What should be ready for the public update

- A basic working prototype with placeholder assets
- Game ends in win/loss depending on the progress bar and detection.

Week 3

- Work on the final visual assets including UI
- Add different ways of interacting with the sculpture
- Add the power-up mechanism when holding the mouse button for a long time

Week 4

- Implement the final assets (drawings and sound effects)
- Add 1-2 levels with increasing difficulty (depending on workload left)
- Final testing, ensure balance and responsiveness are fine-tuned.