



by
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Game Mantra:

Conker's Bad Fur Day with a social media twist and dick balloons.

Design Pillars:

- Absurd
- Digital
- Fast-Paced

Features:

- Pop dick balloons to escape social media hell!
- Explore 5 different levels based on crappy social media games!
- Meet ridiculous characters as you uncover the reason you're trapped in Dick Land!
- Earn movement upgrades as you continue through the different levels!

Story:

The game opens with a teenager posting memes on popular social media site bungolit.skiz. After this teenager posts a meme on someone's funeral page, they are sucked into their computer monitor. This teenager has been thrust into Dick Land as they watch a mysterious cloaked figure float away. This teenager then comes to realize that they share the appearance of their social media avatar: Tappy Pilot. The player then walks toward a cliff's edge as





a character flies toward them on a cursor-like surfboard. This “person” introduces themselves as the Cum Wizard and tasks the player to enter the first “land” to collect jars of cum for him in order to get health and movement upgrades.

After defeating the boss of the in stage 2 of the Farm Land level you it is revealed that the person who trapped you in this social media world is a masked, cloaked figure with a lisp; the same one from the first cutscene. Taffy Pilot then throws his needle at the figure. At this point the vertical slice comes to an end.

The full game is meant to end with the cloaked figure to revealing themselves to be a part of an organization referred to as the S.R.E. He has been trapping memers in Dick Land for years. It turns out that the Cum Wizard is actually one of those memers who never managed to escape. After a boss fight with the S.R.E. member it’s revealed that he’s some nerdy dude named Kevin who leads the organization. After one last boss fight, Kevin convinces Taffy Pilot that his meme’ing was not always ethical. The game then ends with the Cum Wizard killing Kevin through Kevin’s own code, after he refuses to let either of them leave. At this point the post-game starts up with more dick balloons to pop and more fierce enemy AI in each level.

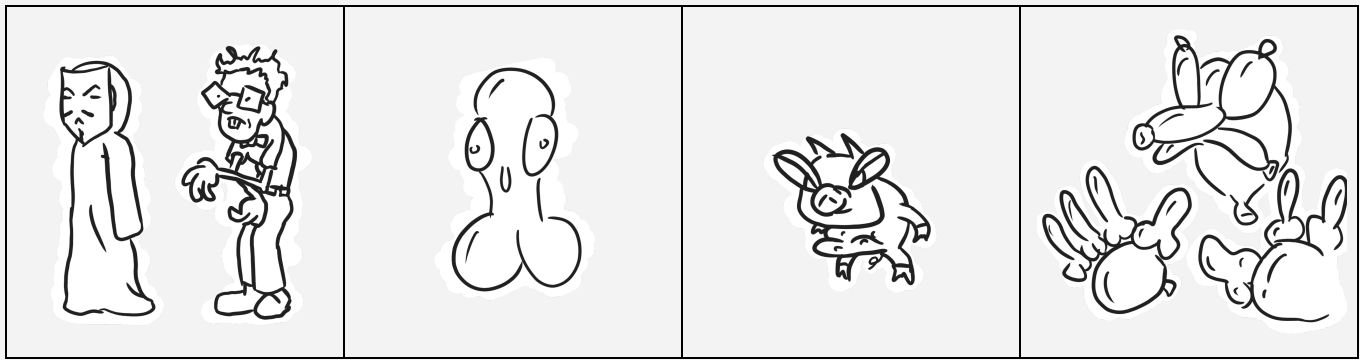
S.R.E = Self Righteous Edgelords.

Friendly Characters:

Taffy Pilot	Teenager	Cum Wizard	Farmer Jim
			

Enemy Characters:

S.R.E. Leader (Kevin)	Dick Balloon	Pig Enemies	Dooga McBoogie (1st Boss)
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Mechanics:

- **Needle Jump** - Player sticks needle in the ground -> waits for the player to pull the analog stick back-wards
-> When the analog is released then the player flies in the direction.



- **Needle Thrust** - Player unsheaths needle -> thrusts it straight forward very quickly.
- **Needle Hover** - Essentially a double jump that allows the player to hover if they hold down the jump button.
- **Needle Dive** - If the needle thrust is performed during a needle hover -> the player will fly downward at a 60° angle towards the ground. And if the player holds down the thrust button when they land -> they will then be able to perform a needle jump afterwards.
- **Needle Swing** - The player performs a slashing motion in the air while moving forward slightly with each slash. This can be repeated continuously if the player keeps pressing the needle swing button (B) even though there are only 3 unique slashing animations. There are different slash animations when on the ground and in the air. If Needle hovering and the player stops pressing the Needle swing button, the player will go back to needle hovering.
- **Squish Jump Thrust** - If you press the jump button (A) after doing a needle thrust -> the player squishes down and launches themselves forward swinging the needle in a circle around themselves horizontally.
- **Followers** - Your health is tracked by the number of followers you have. This follower-count is indicated in the top left corner of the screen with a simple person sprite. There will be more small people sprites behind the

main one depending on how much health you have. The main person sprite will also have an expression on their face further indicating your level of health.

Interface:

Should be used with an Xbox (xinput) controller, but keyboard inputs are allowed as well.

A button - Jump, needle hover, accept

B button - Needle swing, back / decline

X button - Needle thrust, needle dive

Y button - Toggles zooming the third-person camera in and out.

Left-Analog Stick - Movement, selecting menu options

Right-Analog Stick - Camera movement, rotates camera slightly in the main menu

Art Style:

All characters, dick balloons included, should feature a cell-shaded look with an inner glow around them. The environment however, should feature stylized textures with semi-realistic shading. The Farm, Jewel, and Dragon Lands should feature lighter environmental shadows, whereas the Mafia and Poker Lands should feature more harsh environmental shadows.

Music/Sound:

Underscore:

Main Menu BGM - A very upbeat, banjo-y sound, with a choir singing "dick laaand" occasionally.

Hub World BGM (pre-final boss) - A very low-fi techno-y song with an evil laugh occasionally being heard.

Hub World BGM (post-game) - Same low-fi melody but at a higher octave and with an upbeat part being thrown in.

Farm Land BGM - Trap beat mixed with banjo accompaniment.

Mafia Land BGM - Jazz mixed with men's choir singing the word "dick" in a low-pitch tone.

Jewel Land BGM - Woman's choir singing a sort-of "Zelda fairy fountain" like song only with a trap beat.

Dragon Land BGM - Electronic Ukelele music with a rock and roll twist.

Poker Land BGM - Christmas-y sounding bell-ringing song with sinatra-esque vocals. The chorus is about pooping dick balloons.

Sound Effects:

Jump SE - Squishy & springy sound.

Double Jump SE - Quick squish sound followed by a "shiing!" & whoosh sound as the needle is brought above TP's head.

Needle Hover SE - Metallic, helicopter-y sound.

Walk SE - Squishy and crunchy sound.

Needle Thrust SE - Really fast "shiiing!" sound (Wee-ooo)

Needle Flip SE - A bunch of "bamboo-whoosh" sounds of the same pitch which loop.

Needle Dive SE - Similar to Needle Thrust SE except with a sort-of wind gust sound thrown in.

Pig Enemy Idle SE - Tugboat chugging sound

Pig Enemy Notice Player SE - Aggressive tugboat chugging sound

Balloon Pop SE - Crunchy explosion sound mixed with a loud smacking sound

Development Roadmap / Launch Criteria:

Platform - Windows 10

Audience - Teenagers and young adults who are into meme-y indie games

Milestone 1 - Complete all menu assets - 5/25/20

Milestone 2 - Create Basic Menu - 6/1/20

Milestone 3 - Complete all Hub World assets - 6/8/20

Milestone 4 - Create Basic Hub World - 6/15/20

Milestone 5 - Complete all Farm Land assets - 6/22/20

Milestone 6 - Create Basic Farm Land Level without Player Functionality- 6/29/20

Milestone 7 - Add Player and basic functionality - 7/6/20

Milestone 8 - Add 3 needle mechanics - 7/13/20

Milestone 9 - Add Farmer Jim and Enemies - 7/20/20

Milestone 10 - Add Dick Balloons and Polish the Farm Land Level (Enemy Mechanics) - 7/27/20

Milestone 11 - Add the Opening Cutscene - 8/3/20

Milestone 12 - Add the Stage 1 Cutscene - 8/10/20

Milestone 13 - Add the other needle mechanics - 8/17/20

Milestone 14 - Add Stage 2 Cutscene - 8/24/20

Milestone 15 - Add the First Boss to Stage 2 - 8/31/20

Milestone 16 - Polish the 1st and 2nd Stages - 9/7/20

Milestone 17 - Polish the Movement Mechanics - 9/14/20

Milestone 18 - Polish Hub World - 9/14/20

Milestone 19 - Polish Main Menu - 9/21/20

(Vertical Slice) Launch Date - 9/28/2020