Joc oi – BACKLOG

1. Menu Screen
   1. Play
      1. Game goes to point 2 (Stage 1)
   2. Credits
   3. Story
   4. Quit
2. **Stage 1**
   1. **Scene loads**
      1. Mother sheep (player)
      2. Baby sheep (can interact with)
      3. 4 other sheep in a flock (can interact with)
      4. Grass and flowers in the scene (can interact with)
      5. A nice meadow in the middle (can walk on)
      6. Trees around the meadow (the forest)
      7. It is day
      8. The sky with one of the weather conditions (sunny/**cloudy**/rainy/foggy/snowy)
      9. Sounds play
         1. General ambient sound
         2. Sounds from the objects in the scene
   2. **Instructions** – through animation and pictures
      1. LMB mother does something in relation to the baby
      2. RMB mother does something in relation to herself
      3. Click to interact with an object (e.g. RMB click on grass to eat, LMB click on grass to feed baby)
      4. Long click to move to position of the mouse
         1. LMB to go hoping and jumping
         2. RMB to walk normally
   3. **Mother sheep**
      1. **Actions**
         1. **RMB PRESSED** 
            1. anywhere on meadow -> Mother walks towards the mouse
            2. on the baby

interactions involving movement are **NOT** **POSSIBLE** during this action

the camera slowly zooms in on the baby as you keep the button pressed until it reaches a maximum

* + - 1. **RMB UP**
         1. Anywhere on meadow ->Mother stops walking
         2. On the baby

Interactions involving movement are possible again

The camera zooms back to the normal setting

* + - 1. **RMB CLICK**
         1. **Flower**

Walk to the flower

Play walk animation

Play mother sheep walk sound

When close to the flower

Play eat animation

Mother gets **HAS EATEN** state

* + - * 1. **Grass**

Walk to the grass patch

Play walk animation

Play mother sheep walk sound

When close to the grass patch

Play eat animation

Mother gets **HAS EATEN** state

* + - * 1. **Flock**

Mother goes to the flock

Play walk animation

Play mother sheep walk sound

If mother is at the flock

Cuddling animation is played

Cuddling sound is played

The flock gets a special outline or light that needs to represent security

A “weather lapse” starts

Weather quickly changes from one to another in a cyclic way in the following order starting from the current one, each lasts 5-10 seconds

**Cloudy**

**Rainy**

**Sunny**

**Foggy**

**Snowy**

The player can choose to stop the cuddling by choosing to move to a different position or interact with something else

The “weather lapse” stops resulting in a change of weather as chosen by the player

* + - 1. **LMB PRESSED**
         1. **On the meadow** -> Mother hops/jumps towards the mouse

Play jumping animation

Play jumping sound

Play happy sounds

* + - * 1. **On the baby**

Mother goes near the baby

When the mother is near the baby, if the mother has one of the “HAS EATEN” states

Mother breast feeding animation starts

Breast feeding sound starts

While LMB is pressed the texture/colors/patterns on the baby sheep are animated

* + - 1. **LMB UP**
         1. On the meadow -> Mother stops jumping
         2. On the baby (also triggered if LMB PRESSED was started on the baby and LMB UP is triggered on a different object)

HAS EATEN state is removed from the mother

Mother breast feeding animation stops

Breast feeding stops

The animation of the texture of the baby sheep stops, the baby will now look as it looked in the last played frame of the animation

* + - 1. **LMB CLICK**
         1. **Grass**

Mother will go to the grass patch (animation and appropriate sound for walking are played)

Mother will take the grass and feed it to the baby

Animation of the mother picking up the grass and giving it to the baby is played

Appropriate sound for the grazing is played

* + - * 1. **Flower**

Mother will go to the flower (animation and appropriate sound for walking are played)

Mother will take the flower and feed it to the baby

Animation of the mother picking up the grass and feeding it to the baby is played

Sound for feeding the baby flowers is played

A magical sound is played

* + 1. **Looks (missing)**
       1. Colored in pastel colors
    2. **Animations**
       1. Idle animation (loop)
       2. Walk animation (loop)
       3. Jump animation (loop)
       4. Cuddle animation
          1. Start cuddle
          2. Continue cuddle (loop)
          3. Stop cuddle
       5. Graze animation
       6. Breast feed animation
          1. Start
          2. Continue (loop)
          3. Stop
       7. Feed flower animation
       8. Feed grass animation
       9. Sing/Bah animation
    3. **Sounds**
       1. Walk sound
       2. Jump sound
       3. Cuddle sound
       4. Graze sound
       5. Breast feed sound
       6. Feed flower sound
       7. Feed grass sound
       8. Bah sound (second stage)
  1. **Baby sheep**
     1. **Actions**
        1. **Always follows the mother**
           1. If mother walks – baby walks

Play walk sound

Play walk animation

* + - * 1. If mother jumps – baby jumps

Play jump sound

Play jump animation

* + - 1. **Baby is fed grass**
         1. Baby faces mother’s head
         2. Play being fed grass animation
         3. Play eat grass sound
         4. After finishing eating animation it gets larger
         5. After getting larger, play happy animation and happy sound
      2. **Baby is fed flowers**
         1. Baby faces mother’s head
         2. Play being fed flower animation
         3. Play eat flower sound
         4. After finishing eating animation it gets colored

Play an animation on the baby’s texture representative to the new pattern

Magical sound is played

* + - 1. **Baby is fed white flowers**
         1. Baby faces mother’s head
         2. Play being fed flower animation
         3. Play eat flower sound
         4. After finishing eating animation its colors are bleached

The baby’s texture plays bleaching animation

Magical sound is played

This action can be repeated until the lamb is totally white

* + - 1. **Baby is breast fed**
         1. Baby faces mother’s stomach
         2. Play being breastfed animation
         3. Play breastfeed sound
         4. While the baby is being breast fed the color patterns on his wool start animating
         5. When the breast feeding stops, the animations stop and the baby will look different as a result of the last frame of the wool animation
      2. **Baby cuddles with the mother and the herd**
         1. Baby plays cuddle animation
         2. Baby doesn’t move
      3. **After a random time period, set in an interval the baby disappears**
         1. **Go to point 3 (Transition)**
      4. **Mouse roll over the sheep, a small highlight appears**
      5. **Mouse roll out of the sheep, the highlight disappears**
    1. **Looks (missing)**
       1. **Colors**
          1. At the beginning of the game the lamb is **white**
          2. As the game progresses the lamb gets **colored** by the **player**
          3. The wool gets colored by the use of **patterns**

Each time a flower is eaten, the wool gets a new pattern on it based on the shape of the flower. The color of the flower represents the color of the new pattern

Each pattern has an **animation** attributed to it

This animation can be seen when the pattern is applied the first time, or when breast feeding (2.4.1.4)

The animation is very important for customizing the sheep, because it can be used to move the patterns on the sheep by stopping the breastfeeding process in the right time

* + - 1. **Size**
         1. The lamb starts very small
         2. It increases in size through eating grass while fed by the player
         3. There is a limit to how much it can grow
    1. **Animations**
       1. Idle animation (loop)
       2. Walk animation (loop)
       3. Jump animation (loop)
       4. Cuddle animation
          1. Start cuddle
          2. Continue cuddle (loop)
          3. Stop cuddle
       5. Be fed grass animation
       6. Be fed flower animation
       7. Breastfed animation
          1. Start
          2. Continue (loop)
          3. Stop
       8. Happy animation
       9. Sing/Bah
    2. **Sounds**
       1. Walk sound
       2. Jump Sound
       3. Cuddle sound
       4. Happy sound
       5. Be fed grass sound
       6. Be fed flower sound
       7. Be breastfed sound
       8. Be happy sound
  1. **Herd/Flock of sheep**
     1. **Actions**
        1. At random intervals of time it moves from one point to another of the meadow
           1. Not all individuals start moving at the same time, there is a small delay between them
           2. Each individual has a different moving speed
           3. The first sheep that started moving acts as a leader of the herd, the others will follow him
           4. Each individual plays walk animation
           5. A general flock move sound is played
        2. If the mother is positioned inside the flock a warm and cozy feeling will be created
           1. Cozy sound
        3. If the user decides to cuddle
           1. All individuals of the flock play cuddle animation
           2. The flock will not move while cuddling
           3. A pleasant cuddle sound is played
        4. After a random period of time, between set parameters one of the member of the flock disappears (this only happens once)
           1. The sheep fades away slowly
        5. From time to time a sequence of notes is played by the sheep
           1. If no sheep disappeared, the sequence is of 6 notes, one for each sheep (4 in the flock, 1 the mother and 1 the baby)
           2. If point 2.5.1.5 did happen, the sequence is only of 5 notes
        6. From time to time sheep in the herd will also graze nearby grass
           1. If the patch of grass is at a short distance from the herd

Walk to the grass

Play graze animation

Play subtle graze sound

* + - 1. **Mouse over the herd, highlight appears**
      2. **Mouse out of the herd, highlight disappears**
    1. **Looks (missing)**
       1. Formed from 4 sheep
       2. Each sheep is colored in pastel colors
       3. The sheep have different sizes
    2. **Animations**
       1. Idle (loop)
       2. Walk (loop)
       3. Graze
       4. Cuddle
          1. Start
          2. Continue (loop)
          3. Stop
       5. Sing/Bah
    3. **Sounds**
       1. Herd moving
       2. Subtle graze sound
       3. Cozy sound
       4. 6 Note sequence
       5. 5 Note sequence
       6. 4 Note sequence (second stage)
  1. **Grass**
     1. **Actions**
        1. **Spawns**
           1. Can only happen if there are **less** than a set amount of **grass patches** on the meadow
           2. Can’t happen during snowy weather
           3. Spawns at a random **interval of time**
           4. **Appears** with a grass growing animation and a grass growing sound
        2. **Dying**
           1. Triggered by the coming of snow
           2. Grass dying animation is played
           3. Subtle grass dying sound is playing
           4. After this is done the grass object is removed
        3. **Be eaten**
           1. Play be eaten animation
           2. When the animation finishes the grass disappears
        4. **Be fed to the lamb**
           1. When the mother feeding animation completes the grass object gets deleted
     2. **Looks (missing)**
     3. **Animations**
        1. Grass growing
        2. Grass being eaten
        3. Grass dies
     4. **Sounds**
        1. Grass is growing sound
        2. Grass is dying
  2. **Flowers**
     1. **Actions**
        1. **Spawn**
           1. Only possible when the weather changes or when there are less than a set amount of flowers on the meadow
           2. In random shape
           3. Color based on the weather
           4. In set spawn areas
           5. In a maximum amount
           6. When spawning they play a grow animation and sound
        2. **Die**
           1. When the weather changes, the flowers that do not fit the set weather die
           2. Play a die animation
           3. Play a die sound
           4. When the animation is done the flower disappears
        3. **Be eaten**
           1. Play be eaten animation
           2. When the animation finishes, the grass disappears
        4. **Be fed to the lamb**
           1. When the mother’s feeding animation is finished, the flower object gets deleted
     2. **Looks**
        1. **Colors**
           1. Based on the weather

**Rainy -> Greenish/Yellowish tint**

**Cloudy -> White (bleach)**

**Sunny -> Red/Orange**

**Snowy -> Blue**

**Foggy -> Gray/Brown/Less saturated**

* + - 1. **Shapes -> influences what patterns there will be on the lamb (missing)**
    1. **Animations**
       1. Flower growing animation
       2. Flower dying animation
       3. Flower be eaten animation
    2. **Sounds**
       1. Die sound
       2. Grow sound
  1. **Patterns**
     1. **Actions**
        1. **Animate**
           1. Each pattern has its own animation, based on its shape
           2. When a pattern is first placed or when the lamb is breast fed all the patterns on the lamb are animating
        2. **Placing patterns**
           1. The patterns are placed on the lamb when it is fed flowers
           2. Each flower type has a certain type of pattern assigned to it
           3. The color of the flower gives the color of the pattern
           4. Multiple patterns can be stacked on top of each other
     2. **Shapes (missing)**
        1. **Stripes**
        2. **Stars**
        3. **Squares**
        4. **Circles**
        5. **Spirals**
        6. **Dots**
        7. **Pentagons**
        8. **Hearts**
        9. **Animal print**
        10. **Animals**
        11. Buttons
     3. **Animation**
        1. **For each pattern shape a certain animation is needed**
           1. The animations should be represented through textures for the wool of the sheep, there can be multiple frames of the animation on the same texture.
     4. **Sound**
        1. Each pattern and color generates a certain sound (missing)
  2. **Weather (missing elements)**
     1. **Actions (missing)**
        1. Changes while the flock is cuddling
           1. Weather cycles through the stages in the order presented at the point 2.9.2 (Weather types)
           2. During this change, each weather is up for about 5-10 seconds
        2. Doesn’t change while the flock is not cuddling
        3. Just after the flock stops cuddling the weather starts influencing the flowers
           1. The flowers that do not fit the weather die
           2. New flowers that fit the weather start growing
        4. Sounds and visual effects appropriate to the weather are played
     2. **Weather types (missing)**
        1. **Cloudy**
           1. White (bleaching) flowers only survive in this weather
        2. **Rainy**
           1. There is a lot more grass in this weather type
           2. Flowers have a yellow/green tint
        3. **Sunny**
           1. Flowers have strong happy warm colors: orange and red
        4. **Foggy(missing)**
        5. **Snowy**
           1. Grass dies
           2. No new grass appears in this weather
           3. Flowers are bluish
     3. **Looks (missing)**
        1. **Cloudy**
        2. **Rainy**
           1. Rain particles
        3. **Sunny**
        4. **Foggy**
           1. Maybe some volumetric shaders?
        5. **Snowy**
           1. Snow particles
     4. **Animations (missing)**
        1. Cloud animations
        2. Light color and intensity change animation
        3. Seeding animation
     5. **Sounds** **(missing)**
  3. **Meadow (missing)**
     1. **Looks (missing)**
  4. **Forrest**
     1. **Actions (missing something about the interaction of the trees with the weather and player)**
        1. Keep Player in the screen
           1. If the mother is close to the forest the player will be turned 2 steps towards the center of the meadow
           2. A wolf sound is played indicating danger
     2. **Looks** 
        1. Similar to the one in the first prototype
        2. Made out of simple shapes
     3. **Animations**
     4. **Sounds**
        1. Wolf sound

1. **Transition,** triggered after a random amount of time
   1. **Feel**
      1. **You can do nothing about it**
      2. **You did not trigger it**
      3. **It interrupts you from your routine**
      4. **You lost something (the lamb and a lot of game features)**
   2. **Baby disappears**
      1. The baby fades out through an animation
      2. While the baby fades out, all the plants (flowers and grass are dying)
      3. While this is happening, clouds start to gather
         1. Animation and sound feedback (missing)
   3. **After the baby is gone it starts to rain**
      1. **Weather changes to rain**
         1. Rain sound and animation
      2. **A river appears**
         1. Animation of river appearing
         2. Sound of the river appearing
2. **Stage 2**
   1. **Features lost / Changes in the controls**
      1. **The lamb is gone** => all features including the lamb are gone
         1. The abilities to feed the lamb with grass or flowers are gone
         2. The abilities to breastfeed the lamb is gone
         3. The ability to zoom on the lamb is gone
      2. **Cuddling the herd changes function from “weather lapse” to “time lapse”**
         1. From the transition it is clear that with the loss of the baby, the mother also lost the ability to change the weather. This ability is now replaced with the possibility of waiting/spending time with the herd, because some scars can only be healed by time. This also represents the metaphor of having helpers
      3. **New features**
         1. LMB Click will now become a bah button
            1. A “baaaaah” sound is played
            2. Mother plays a “baaah animation”
            3. The other sheep in the herd will go to the mother
         2. RMB click on Grass when near the herd
            1. Will also make the herd graze
   2. **The beginning**
      1. Weather is rainy
      2. No plants (contradiction to what we are used to from the first stage)
      3. A river just appeared
      4. There is no baby
   3. **The puzzle**
      1. The player can go and look over the river
      2. When he comes back from this view the rain stops, it is sunny and there is a lot of grass on the meadow
      3. The mother can eat the grass or use 4.1.3.2 and have the herd help her eat it
      4. While the grass is eaten a large circle is revealed under the grass
      5. The mother has to bring the herd and herself using 4.1.3.1 to the center of the circle
      6. If the mother cuddles with the flock in the middle of the circle after 4.3.5 is done, the time will pass faster, and the trees in the background will move making way for a path towards one of the endings
   4. **Ending with the herd**
      1. RMB Click on the path that appeared at 4.3.6
         1. Flock and Mother move on the path exiting the meadow
         2. Sheep leaving sound is played
      2. If the player RMB clicks on something else after 4.4.1
         1. The mother will stop moving with the heard
         2. The heard continues to exit the meadow
      3. At any time after the path appears the mother can choose to exit by clicking on the path, together or without the herd
   5. **The over the river view**
      1. **A First person view of a nice landscape**
         1. There is a river separating the land in 2
         2. The mother is on one side of the river viewing in first person
         3. On the other side there are 2 wolves
            1. One of the wolves is colored as the baby sheep
            2. The other wolf is colored as the sheep that gone missing from the herd
            3. The wolves are playful and happy

Playing or jumping animations

They play with a ball

* + - 1. There is a house
      2. There is a fire
      3. There are some winding roads
      4. On the other side of the river there are also the flowers that were fed to the baby
    1. After 3 seconds of being in this view an arrow button appears
    2. **Interactions**
       1. The player can press on the arrow button (4.5.2) and return to the normal view
       2. The player can LMB click to make a bah sound
       3. The player can RMB and hold on the baby wolf to walk towards it slowly
          1. The screen fades to black
          2. The credits start to appear
          3. A sound indicating the end plays
       4. If the player releases the RMB the view will go back to normal
          1. Credits disappear
          2. Screen fades back to normal
          3. The sound indicating the end slowly fades out
       5. **Sounds**
          1. Sound indicating the end
          2. A 2 note sequence plays from time to time (the same as the ones of the sheep that disappeared)
          3. The river sound
          4. A nice ambient sound
          5. The sound composed from the patterns on the baby
  1. **Ending with the river**

1. **Final Screen**

**Notes:**

**Family album => every time you do something new you have a new picture. You can view the album at the end of the game**

**More puzzle stuff**