Good Boy
By The Bees Knees

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Game Identity:
- It's a Banjo Kazooie-esque game collecto-thon with a fun world to explore, and friends to make
- Some 3D platforming is involved for the completion of quests

- Plot:
    - You are Cooper the Corgi, and your owner has left, crossing the Uncrossable Road to their "Job" and left you within the confines of the gated community
    - They've left a list of chores on the fridge, so you decide to help them out while also exploring the neighborhood, which is still under construction
    - You meet a lot of fellow animals and have the option to make friends with them by completing their tasks
    - A stray cat guards the abandoned house that hasn't been demolished yet, hanging out on the wall and taunting you or leading you on more dangerous quests

Design Pillars:
- Player is a corgi making his way (downtown) through the neighborhood
- An wacky and interesting world to explore for the purpose of collecting treats
- Inspiration:
    - Banjo Kazooie

Default Mechanics and Camera:
- Distant third person camera
- Readily available components:
    - (scripts from the Sandbox and Git)
    - Basic movement mechanics
    - Jump mechanics
    - NPC text speech
    - Douglas the Corgi free Maya Rig / recolored Minecraft wolf rig
- Components that must be created:
    - Interactive UI
    - Questing System
    - Doghouse Tier System

Planned Feature Set:
- Player: Cooper the Corgi, a small dog
    - This is the default name; the dog's name can be chosen by the player
- World: Set in a suburban gated community under construction, framed by forest, mountains, and/or a beach

- Model sets for streets, houses, interiors, and woodsy components, such as trees, bushes, etc.
- Platforming:
    - *The community is nearing the final stages of construction, so leaning boards and scaffolding make for plenty of opportunities for platforming*
        - *Ex. A dog's ball has ended up on the roof, so you have to platform your way to it and move things like crates to return the ball*
- NPC Interactivity
    - The only NPCs are animals and pets around the neighborhood, such as the other dogs at the dog park or the rabbit in the neighbor's house
    - Each have their own quest line though some may intersect, such as sending letter between two pets
    - Possible Interactions
        - Two animals are in different houses, your task is to trade letters or gifts between them (fetch quest)
        - The cat is the one who convinces you to leave the house and do the errands (so they can better lead you out)
        - An escaped gerbil/hamster has gotten their transparent ball stuck, you have to get to them and unstick them (puzzle)
        - Squirrels are kleptomaniacs, sometimes they'll steal your stuff so you have to get it back (minigame)
- Questing:
    - The player can guide Cooper to complete various quests given to him by the animal inhabitants of the community, such as a rabbit, bird, and cat
    - Animals will give three or four quests, each increasing the friendship meter by one
        - Fetch quests are most common; perhaps some minigame-like ones as well
    - Cooper can also complete tasks to help his human, such as getting groceries (bacon) from the store, and to make his dog house bigger
- Friendship Tracker
    - Completing quests for different animals increases their friendship meter, which can be monitored via the notebook/cell phone UI
    - Friendship will be denoted by a bar of hearts, and each quests fulfilled gives one heart
    - Completing the friendship meter for any animal will give a special dog house part and score bonus
- Scoring:

- The primary overarching goal of the game is to earn a high score; scores are divided into milestones, and at each milestone your doghouse is at a different stage of construction (from simple planks and wood to a mansion)
    - Inspiration: Luigi's Mansion score system
- A timer system may be implemented (mostly for convenience at Convergence, though it can also be a chosen play mode) so that doghouse build is decided by the score at the end of the time period
- Without the timer system, game end would be decided by completing the three quests on the human's to-do list
    - Animal quests and friendship would be secondary score-raisers
    - Completing the last human quest ends gameplay and starts counting score tiers
    - Timer system also encourages replay, to get better timed scores
- Collectibles
    - Various collectibles, in the form of bones or some sort of Easter Egg, are hidden throughout the map
    - Collecting those is added to a counter in the UI, and adds a bonus to the final score for the doghouse
- Monetary System
    - Possibility of a monetary system for completing quests
    - Can use money for either a simple score increase for completing quests or for buying things from the Pet Store, such as differently colored bandanas or new toys

User Interface Design:
- A notebook design with tabs to represent different menus
    - Tabs can hang on the side of the screen for easy access or be confined within the menu screen for screen cleanliness
- OR
- A cell phone design with apps to represent different menus
- Tabs/windows available on interface:
    - Simple map of the community
    - Friendship tracker
    - Quest list
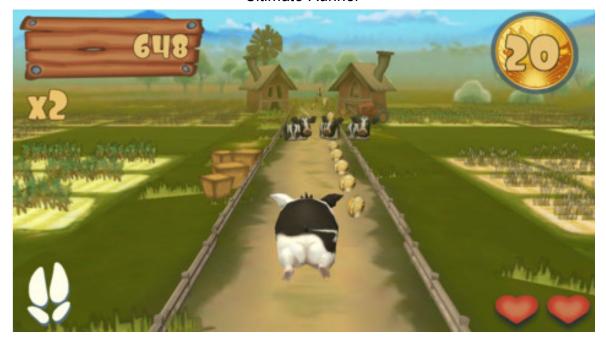   - Collectible/inventory list

Visual Style and Methodology:

Puppo, The Corgi: Cuteness Overload

Mad Chicken Runner

Ultimate Runner

Barn Break

Way to the Woods

- Visual Style
  - Pastel/bright color set
  - Soft edges
  - Solid colors with lighting and subtle textures
  - Inspiration:
    - Way to the Woods

Audio and Special Effects:
- Playful music and neighborhood ambiance sound effects
- Low footstep and jump sound effects
- NPC sounds for when you talk to them
- "Press B to Bark"
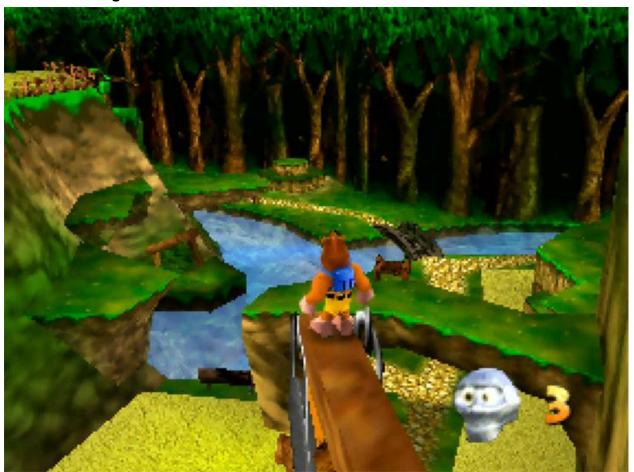
Development Schedule:
Milestone 1: 02/03/2020 GDD 1.0

Milestone 2: 02/10/2020 PROTOTYPE

Milestone 3: 02/24/2020 ALPHA

Milestone 4: 03/23/2020 BETA

Milestone 5: 04/13/2020 GOLD

Reference Images

Rough Map