



2018



# The Uncanny Adventures of Salaryman Joe

TEAM ASSIGNMENT 1 - UI DESIGN DOCUMENTS  
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## 1 Purpose

This document has the purpose of showing all the designs behind the interfaces from our upcoming game: The Uncanny Adventures of Salaryman Joe, beginning by showing the transitions between all the User Interface elements and screens in a Flowchart and then describing each of the interfaces provided to the user.

This is a work in progress and any of the mentioned screens and/or UI decisions made so far can change until the final version of the game is delivered.

The humoristic theme is a constant in every little detail in our game – this is done in purpose inspired by the graphical elements of old, humorous games such as the “Larry Laffer” series (Larry in the land of the lounge lizards and so on...) – we hope to attract a more mature, adventure game oriented audience with the choices made.

## 2 Game Concept

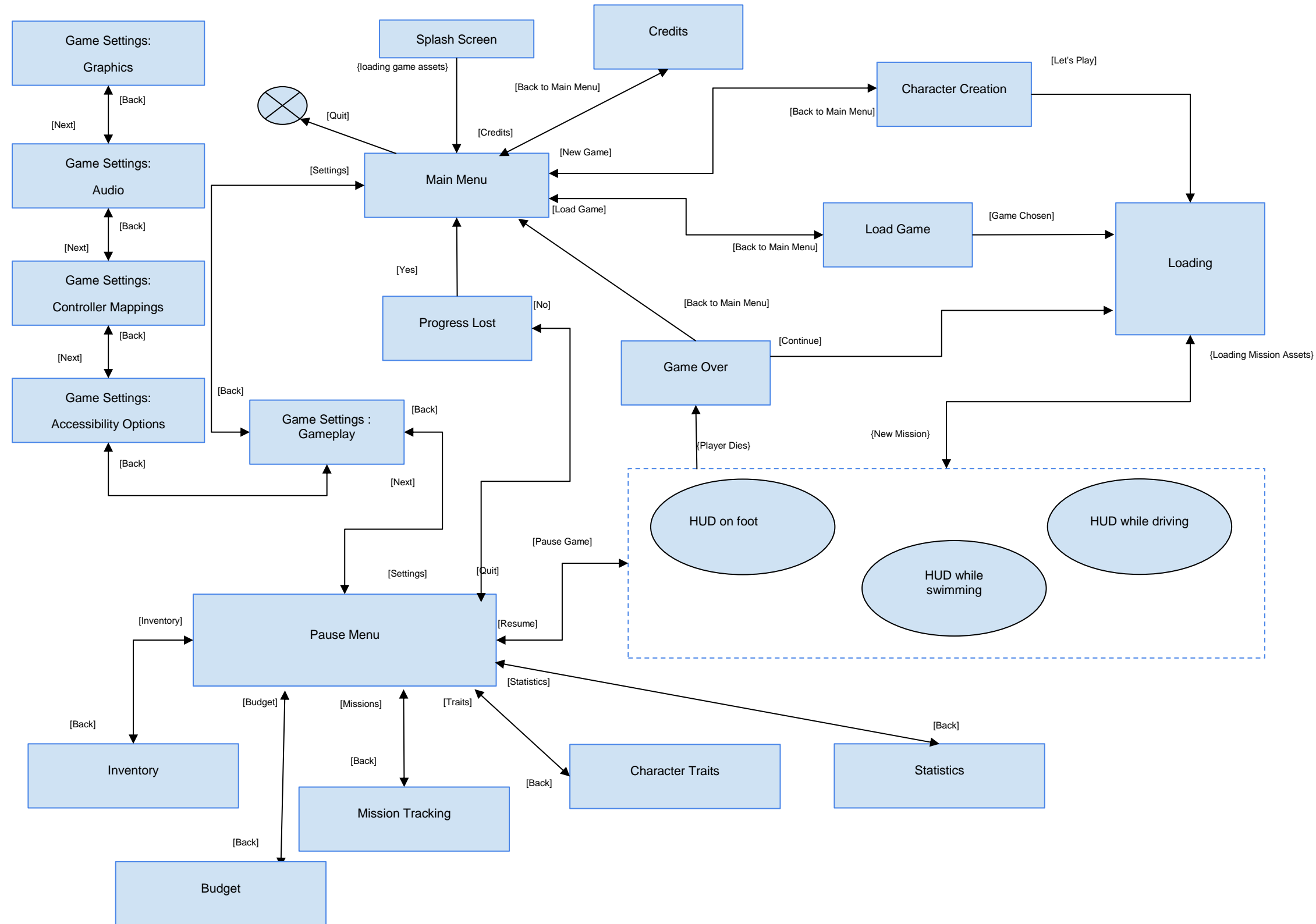
Congratulations, you were just hired as a trainee in one of the most prestigious companies in the world, Mobhelp Incorporated.

As a trainee your duties include making coffee, delivering mail, sorting out documents, taking out the trash and getting clothes at the dry cleaners.... But wait? Why the first training session deals with handling knives and automatic weapons?

Staplers and scissors at the office almost always seem to be covered in something... suspiciously red and that blonde assistant to the CEO seems to be ready to kill whenever you ask something.

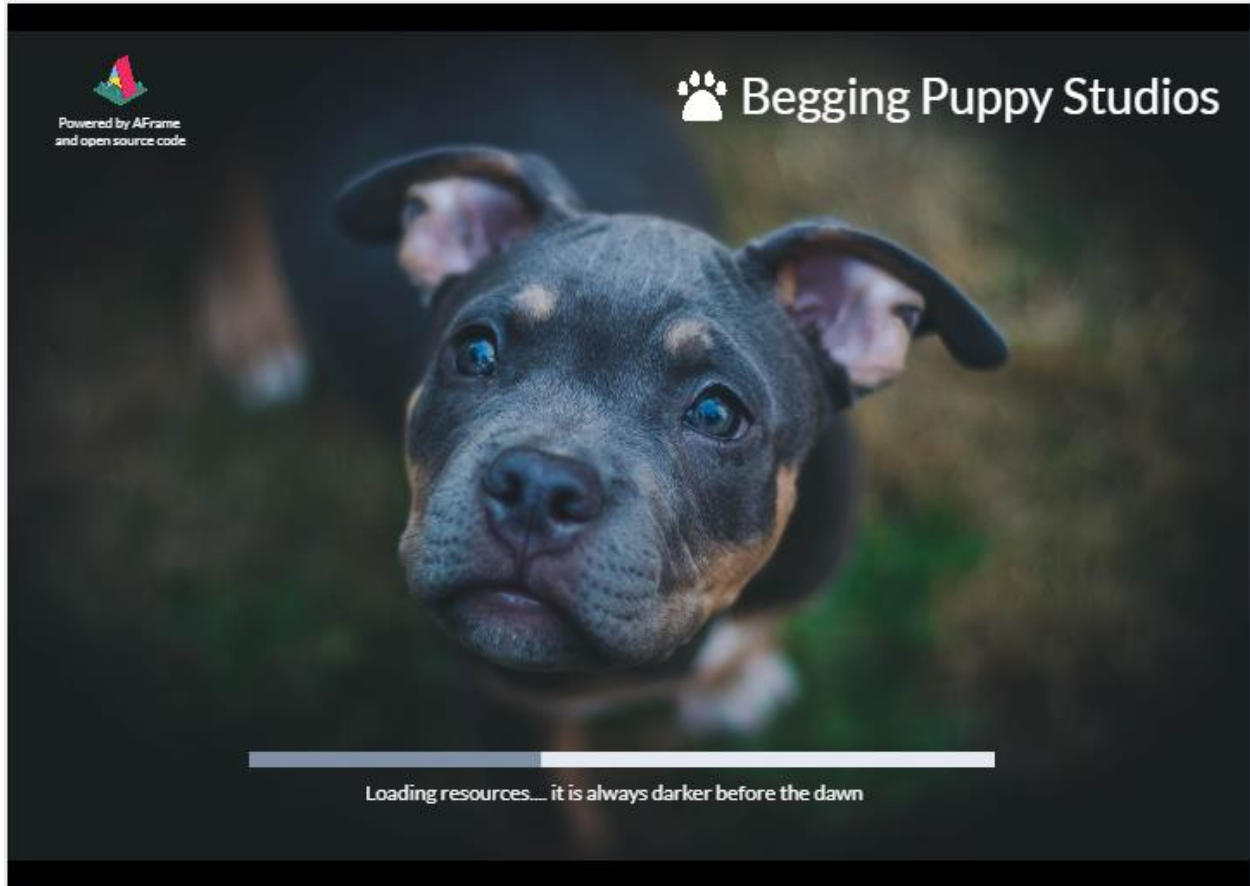
Soon enough you’ll discover the answers to so many questions as you rise through the ranks of Mobhelp as well as deciding your future career – either as a valiant contributor or... getting to the bitter end.

### 3 Flowchart



## 4 Interfaces

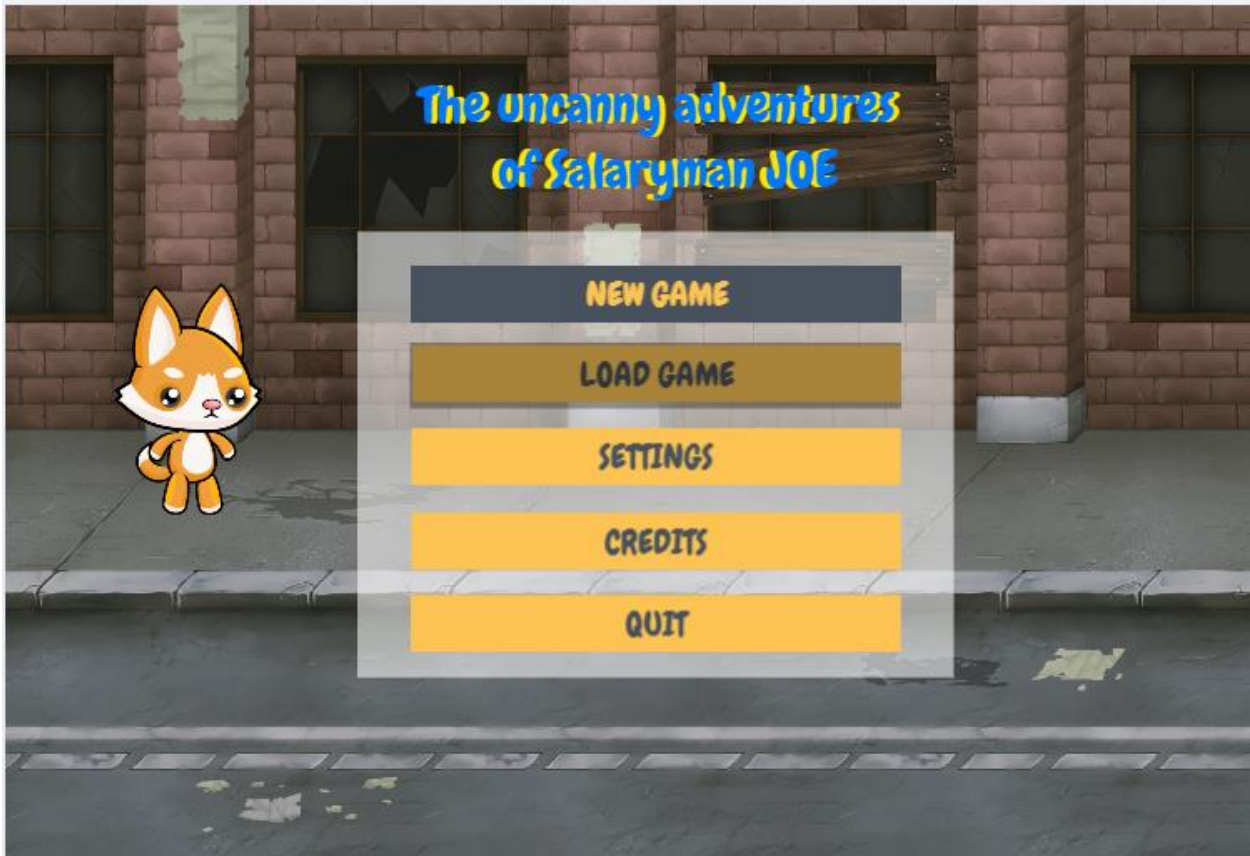
### 4.1 Splash Screen



In our splash screen we decided to showcase the Framework in use as it is an open source project which requires to be acknowledged. The messages in display just below the progress bar were deeply inspired by the status messages on “The Sims” and other simulation games.

And of course, we had to display Rover, our studio mascot for the past five years (he has grown a lot since this photo was taken).

## 4.2 Start Menu

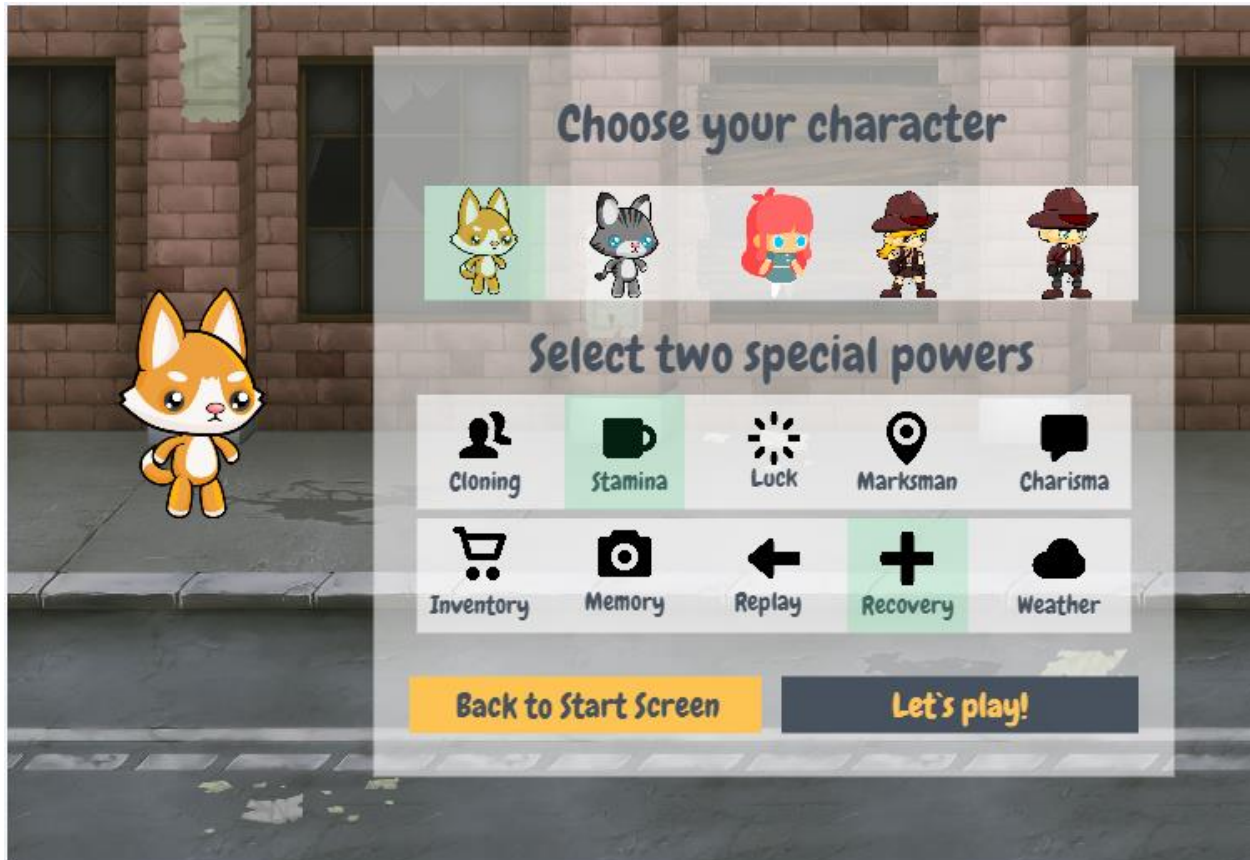


Our start menu introduces our main character, Doggy Dog, eagerly waiting for the game to begin. Each of the buttons on display can be navigated using the directional button of the joystick or the controls up and down from a computer keyboard.

The button currently selected will always appear in the opposite colors for text and background, as shown in the image above.

In its first run, the game detects that there is no save game file and the option "LOAD GAME" will be grayed out. After the first run, a save game file is automatically created and this button becomes available for the player.

### 4.3 Character Creation Screen



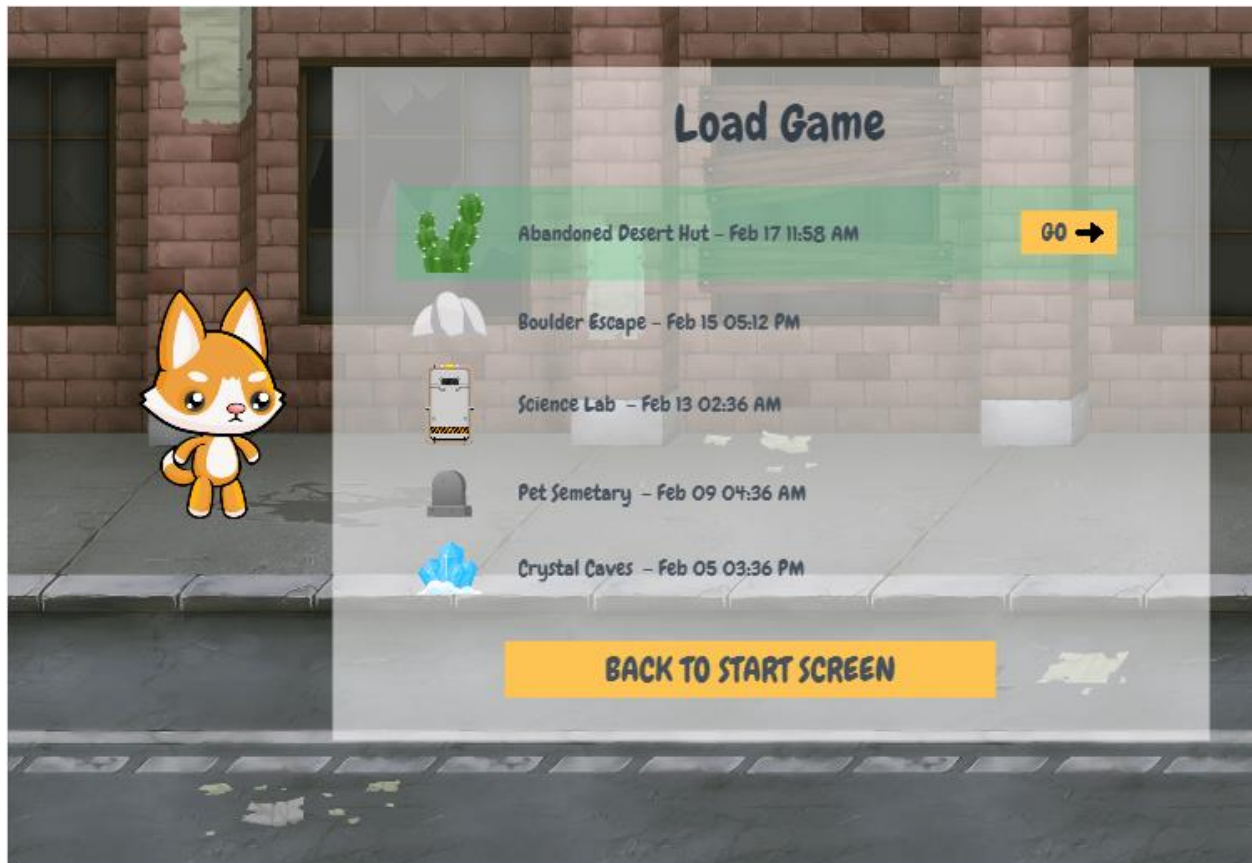
Upon selecting “New Game” the player must select which of the characters to use – and its special powers – using the joystick and the button “X” (or equivalent) – or the “Enter” key on the keyboard

Any two special powers can be selected at a time. Missions were created so that even with a special power it is still quite challenging to get them done.

Special powers change according to the selected player – this has been done inspired by the character selection in Day Of the Tentacle and Manic Mansion, even though, unlike those two games, the player can still finish the game, no matter his selection.

After all the selections have been made, the player can go back to the Start Menu, or hit “Let’s play” to start a new game. When this happens, the save game file is written and a new entry is added to the beginning of the same, in a similar way that happens with “Papers, Please”.

#### 4.4 Load Game Screen



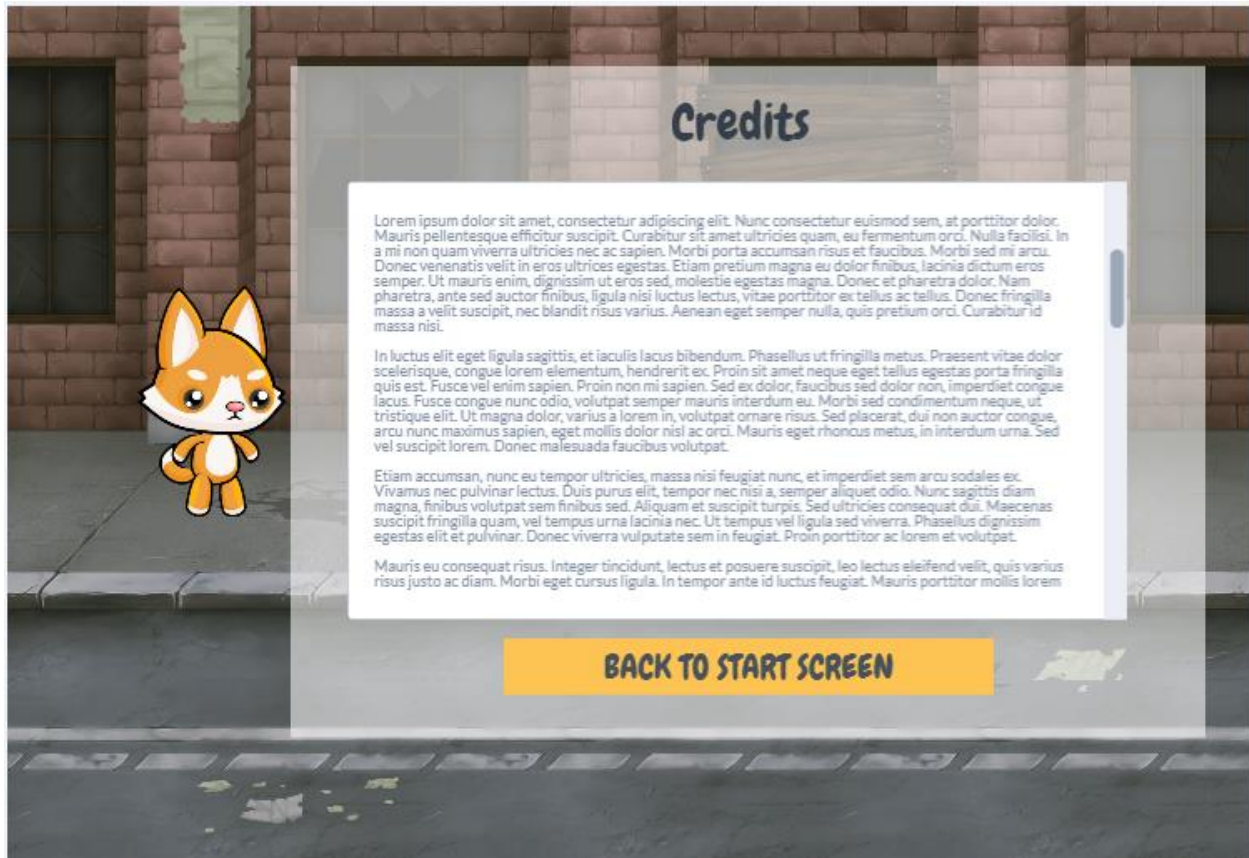
In our Load Game Screen, we show which was the last location in which the user accessed a safe pod – saving the game – and when this location was reached, just like the locations displayed in GTA III.

The user can, then, select any of the given save game slots in order to continue his play.

This interface was not part of the original contract per se, and it was included (along with several others) to make the game complete.



## 4.5 Credits



This is a standard credits screen with auto-scrolling and a control that lets the player to simply go back to the Start Menu.

The idea is that if the player wants to know who brought this game to him, he will be able to do so – however, we believe that he eventually got to this screen by mistake and we provided a control allowing him to get back to the Start Menu as soon as possible, unlike other games (even Dream Daddy) which makes you scroll through all the names and companies involved.

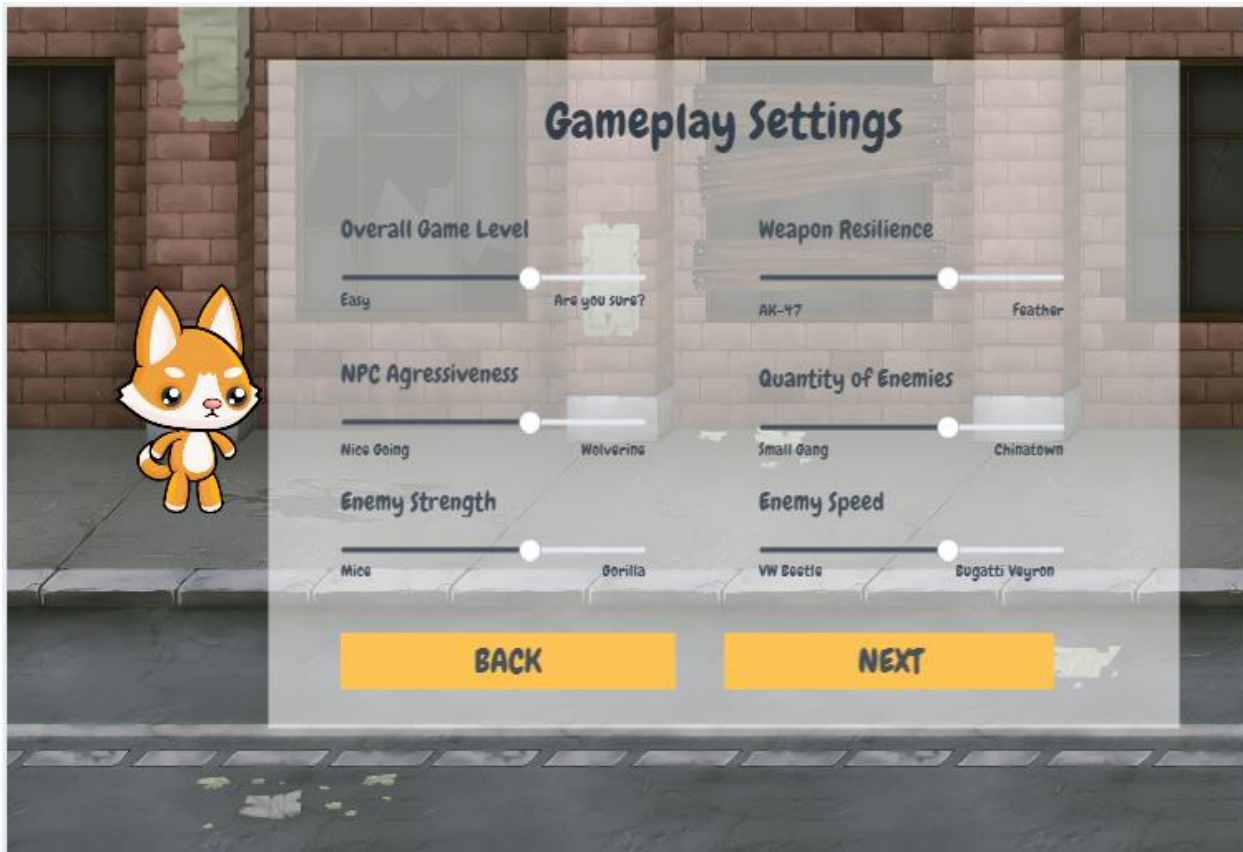


## 4.6 Settings

The settings menu can be reached either by the Start Menu or by the Pause Game Menu. No matter from which the player comes from, he is always shown first the Gameplay Settings. Then he can use the Back/Next buttons at the bottom (or Left Z, Right Z button on the joystick) to reach to the other available settings.

Even though it would be easier to get all the settings in a tab control, this would not be practical in a console setting and that's why this navigation – using Back and Next controls – was implemented.

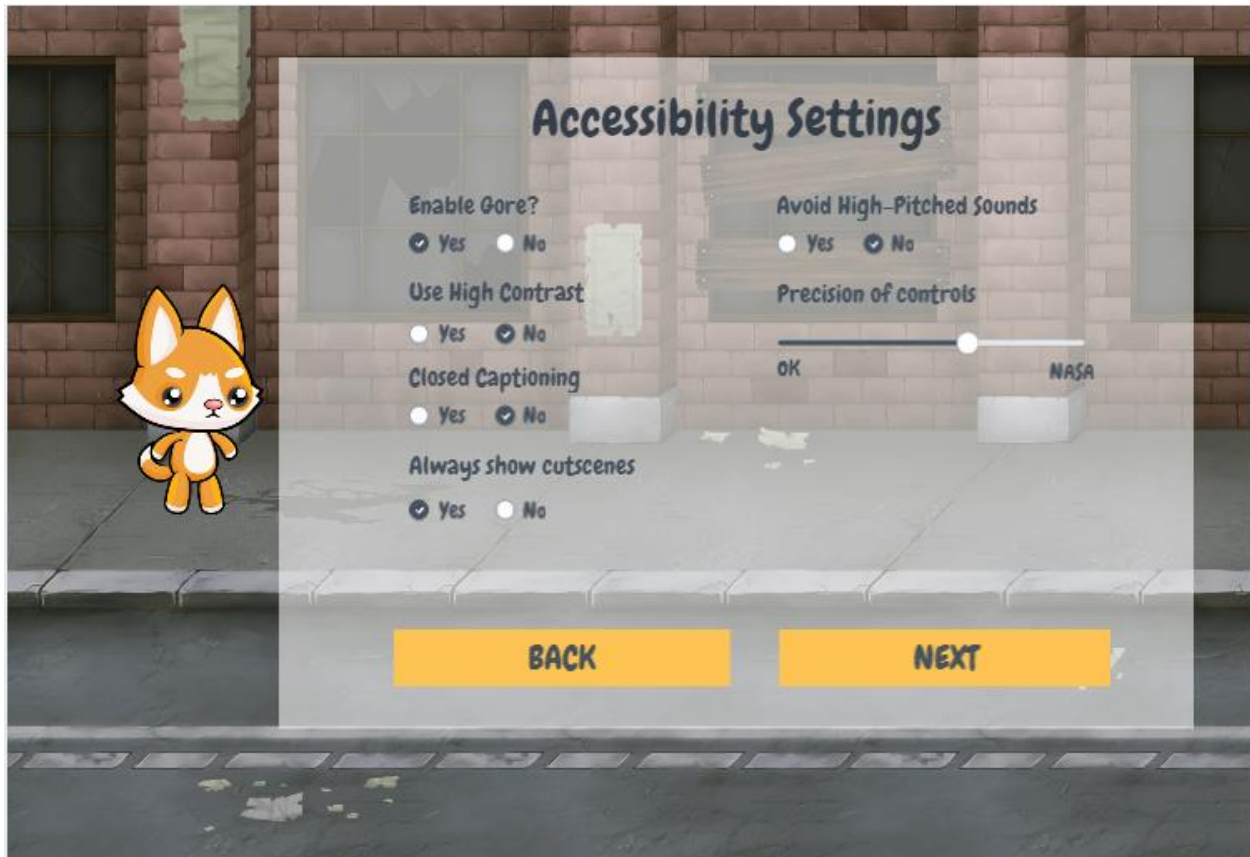
### 4.6.1 Gameplay



In our gameplay settings we make our first use of a very uncanny – pythonesque humor, using common knowledge and icons in order to describe the levels that the user can set to alter his gameplay.

The decision to use sliders is that each of these settings are connected, internally, to a random number generator and they hold the threshold against which each of the described actions will happen during gameplay.

#### 4.6.2 Accessibility Settings



In our accessibility settings the humor has been toned down a notch (after all, accessibility is a serious thing) and some settings regarding the following were addressed:

- Color-blindness
- Deaf or hard of hearing
- Sensitivity to violence
- Sensitivity to high frequency sounds
- Dexterity

It is the mission of Begging Puppy Games to try to make everyone enjoy our games to the fullest – we want more and more people to experience the story we are telling through our games with the right amount of challenge, just like modern games such as “This is the police” or “What remains of Edith Finch”.

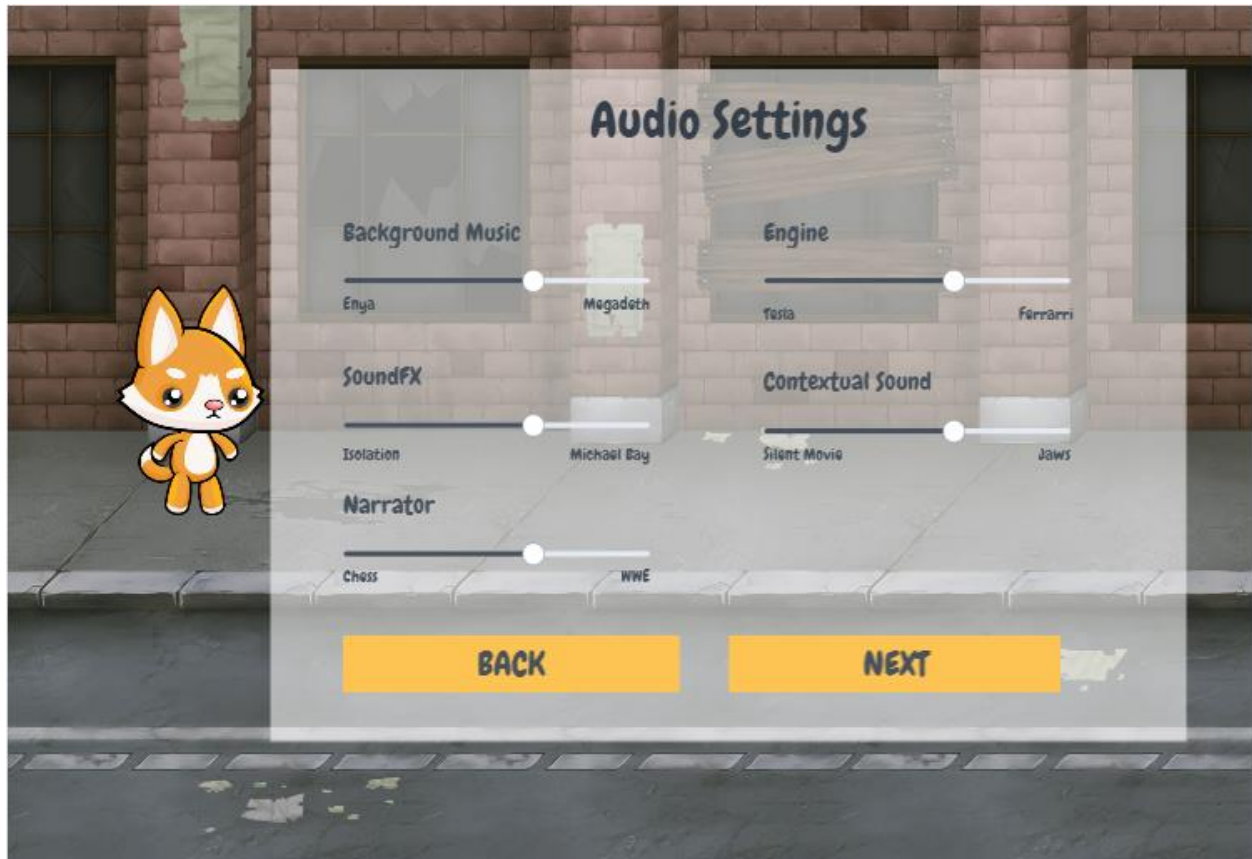
#### 4.6.3 Controller Mappings



The screen above reflects the controller mappings for the PC version of the game. In the console version, instead of editable fields, we just provide a description of all the controls and we let the user change only the shooting button (since the directional buttons already have a purpose).

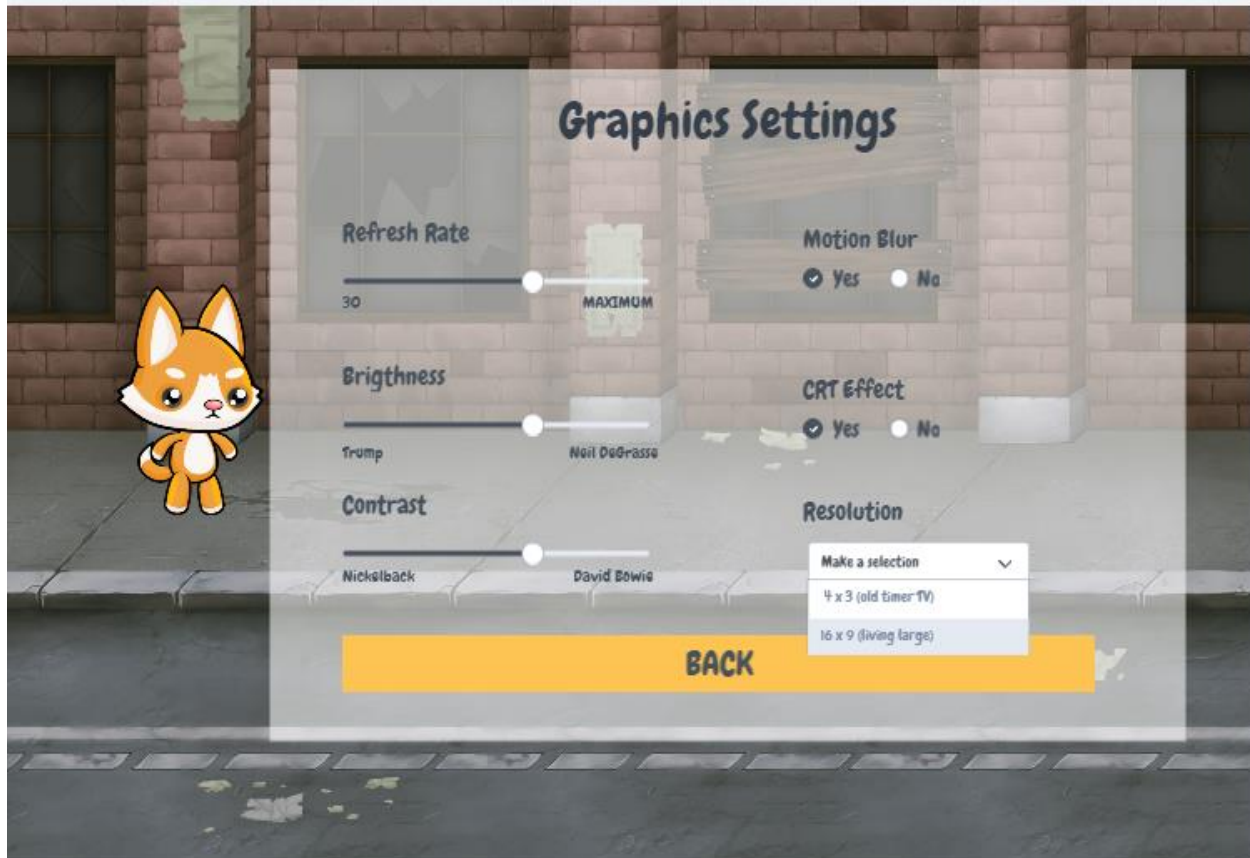
This screen is very basic in nature and we hope to have it upgraded to show controls just like “Amazing Super Wagon”, incorporating game and directional elements.

#### 4.6.4 Audio Settings



In the Audio Settings, all the controls are sliders, since they represent the best way to show (nearly) continuous levels. Along with the sliders, the humor in levels is back (would you like an Enya-esque background music or a Megadeth concert?), which is so recurring in Lucas Arts adventure games.

#### 4.6.5 Graphics Settings



The last settings page deals with the graphics. We have some controls as sliders for continuous choices (Refresh Rate, Brightness and Contrast), as well as Boolean settings for special effects on gameplay and, for the PC, a choice on the resolution aspect ratio (4x3 or 16x9), so as to let people with really old PCs and monitors to play our game.



#### 4.7 Loading Screen



This loading screen is called every time a mission begins (so as to load mission parameters), when a new game begins (so as to load game assets) and when a saved game is loaded into play.

It was partially influenced by GTA V, showing one of the main characters in ... such a way we are very unlikely to see in the real gameplay and a real picture from city that inspired the scenario for the game.



## 4.8 In-game HUD

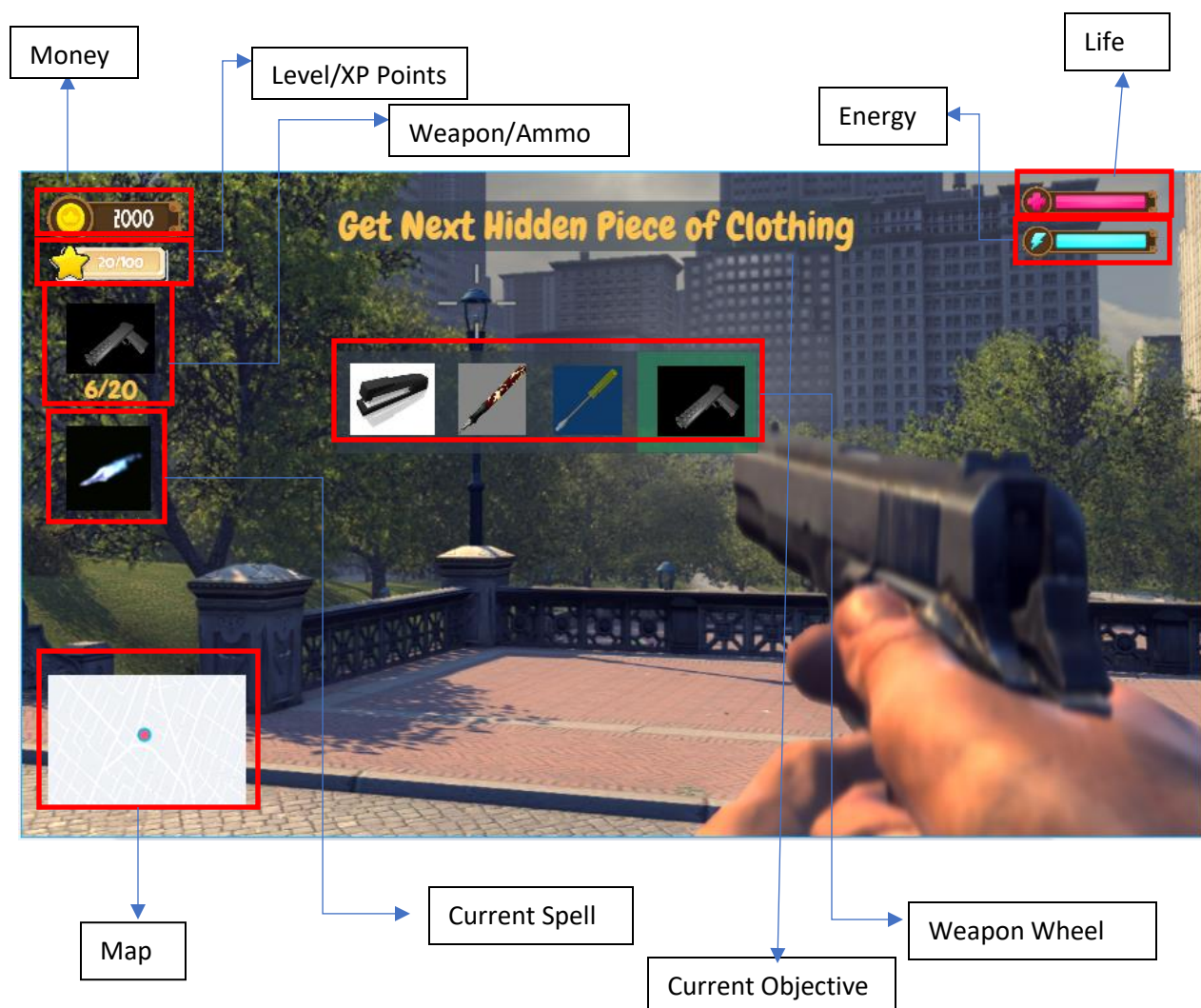
“The Uncanny Adventures of Salaryman Joe” was initially developed as a first-person shooter. In future versions we hope to develop another camera and deploy it as a third-person shooter, but we currently lack all the available characters in this third person perspective.

Contextually, in the game, there are three different situations which require a different set of controls shown in the player interface:

- On Foot: when the player is walking/running on the streets
- Swimming: when the player is under water
- Driving: when the player is driving an armored vehicle

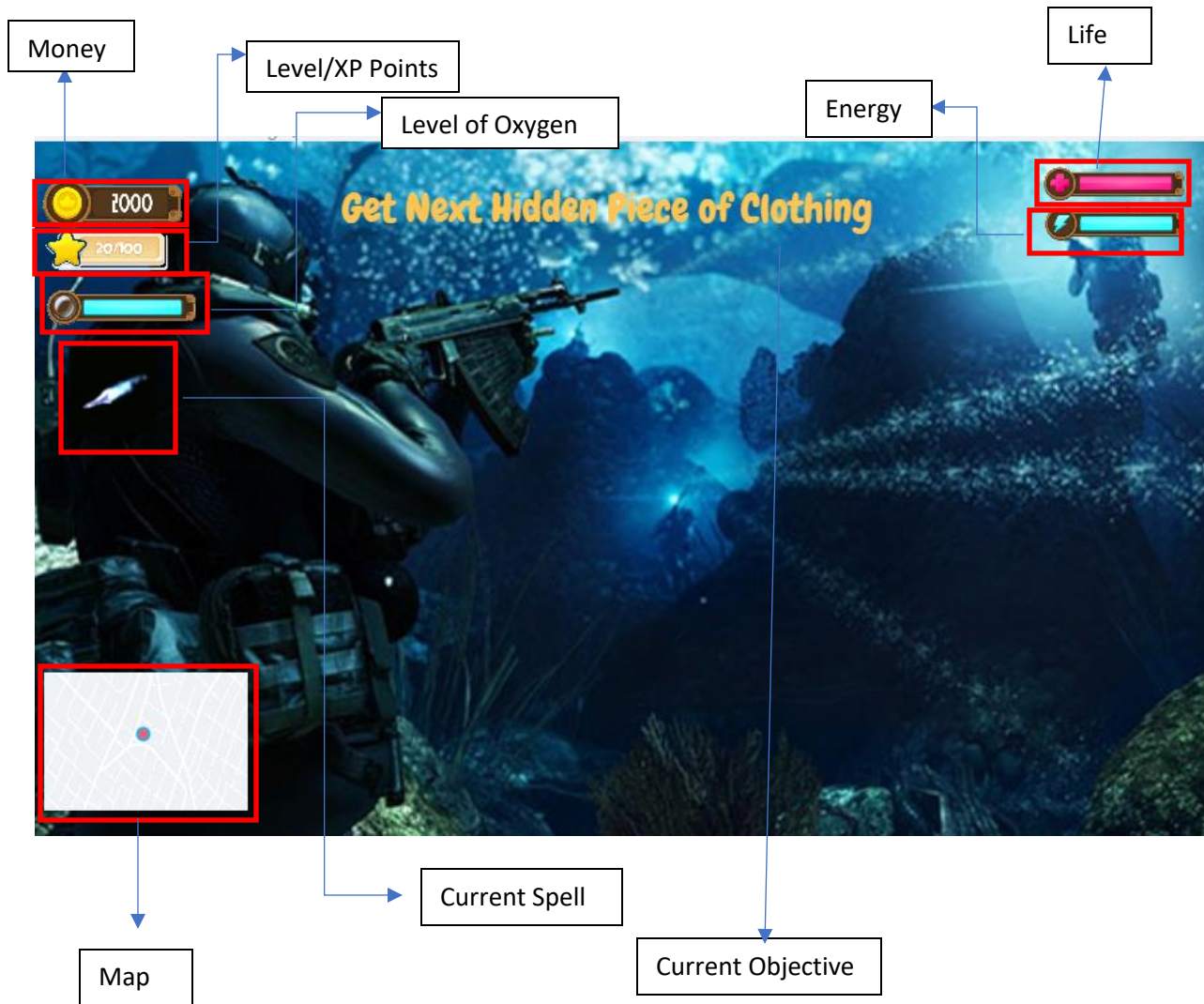
### 4.8.1 On Foot

When the player is on foot, the following UI is presented:



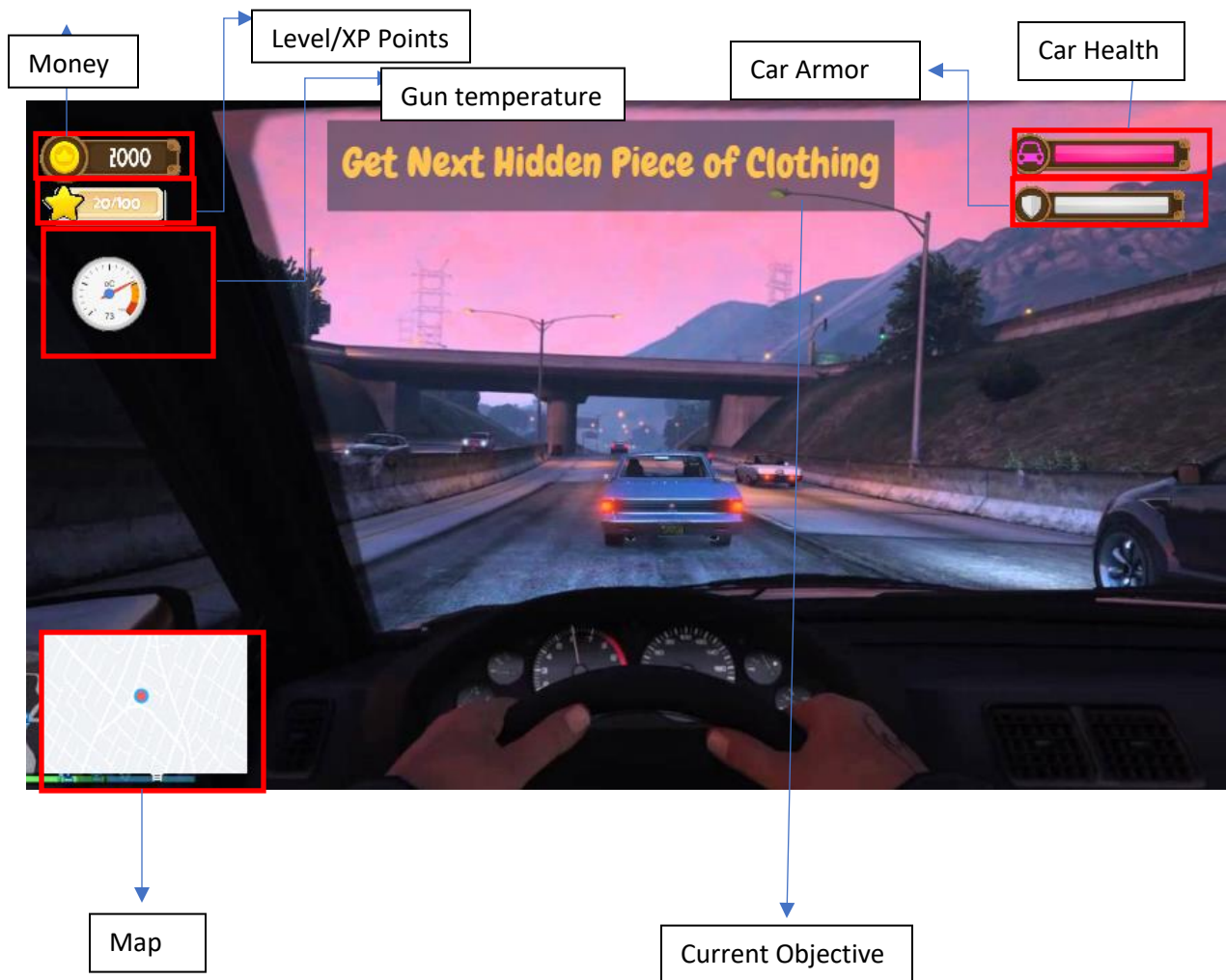
#### 4.8.2 Swimming

When the player is swimming, the following HUD is presented:



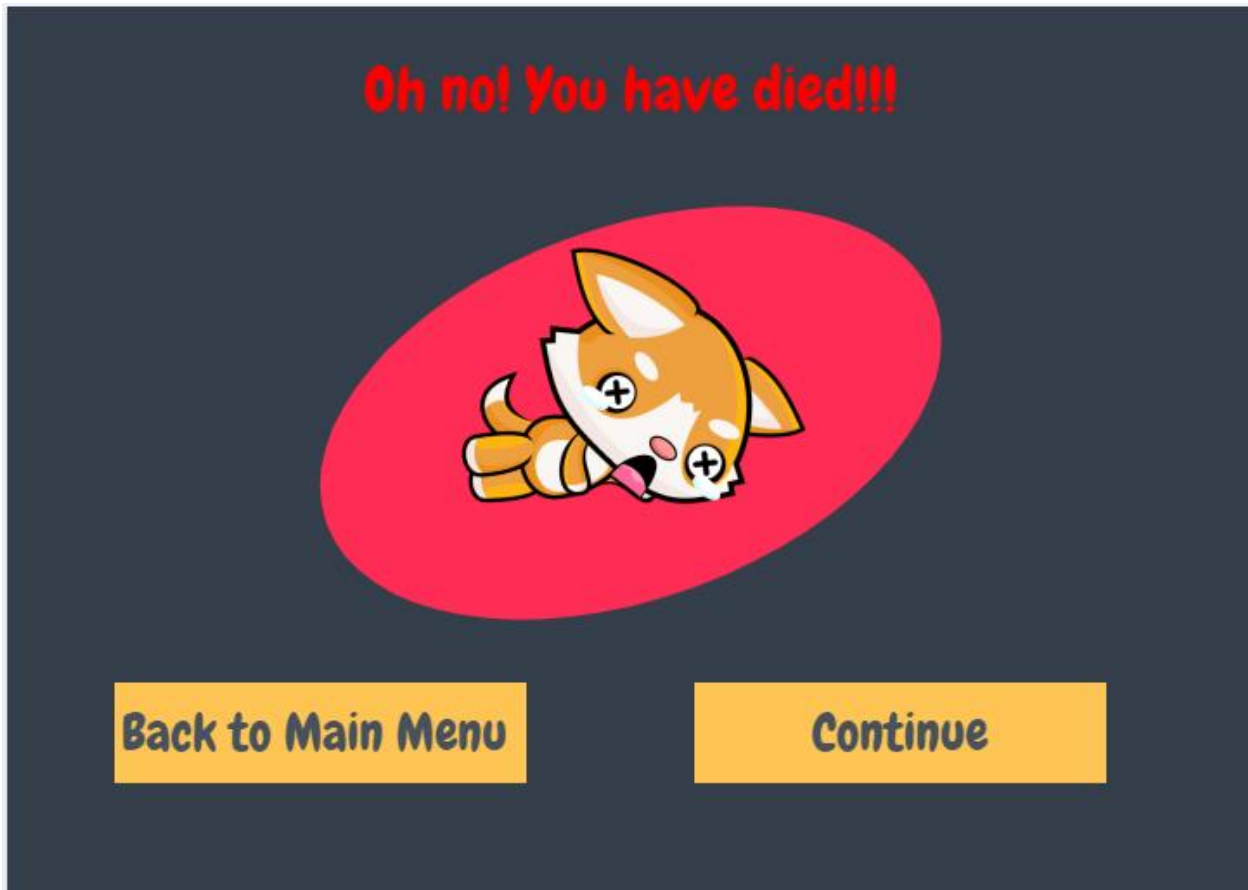
#### 4.8.3 Driving

When the player is driving, the following interface is displayed:



All these controls have an obvious reference: GTA V. The only exception being the Gun Temperature control, which was inspired by old cartoons.

#### 4.9 Game Over Screen



This screen is shown every time the player dies. The continue button will take the player to the loading screen while details about his last save (or the beginning of the current mission) are loaded.

Eventually, the player can also access the Start Screen in order to load the game from a different save point or simply quit the game.

This screen is based on the death screen of old adventure games such as Police Quest and Space Quest, in which the player is shown in his last scene dying or just before dying.

#### 4.10 Pause Menu

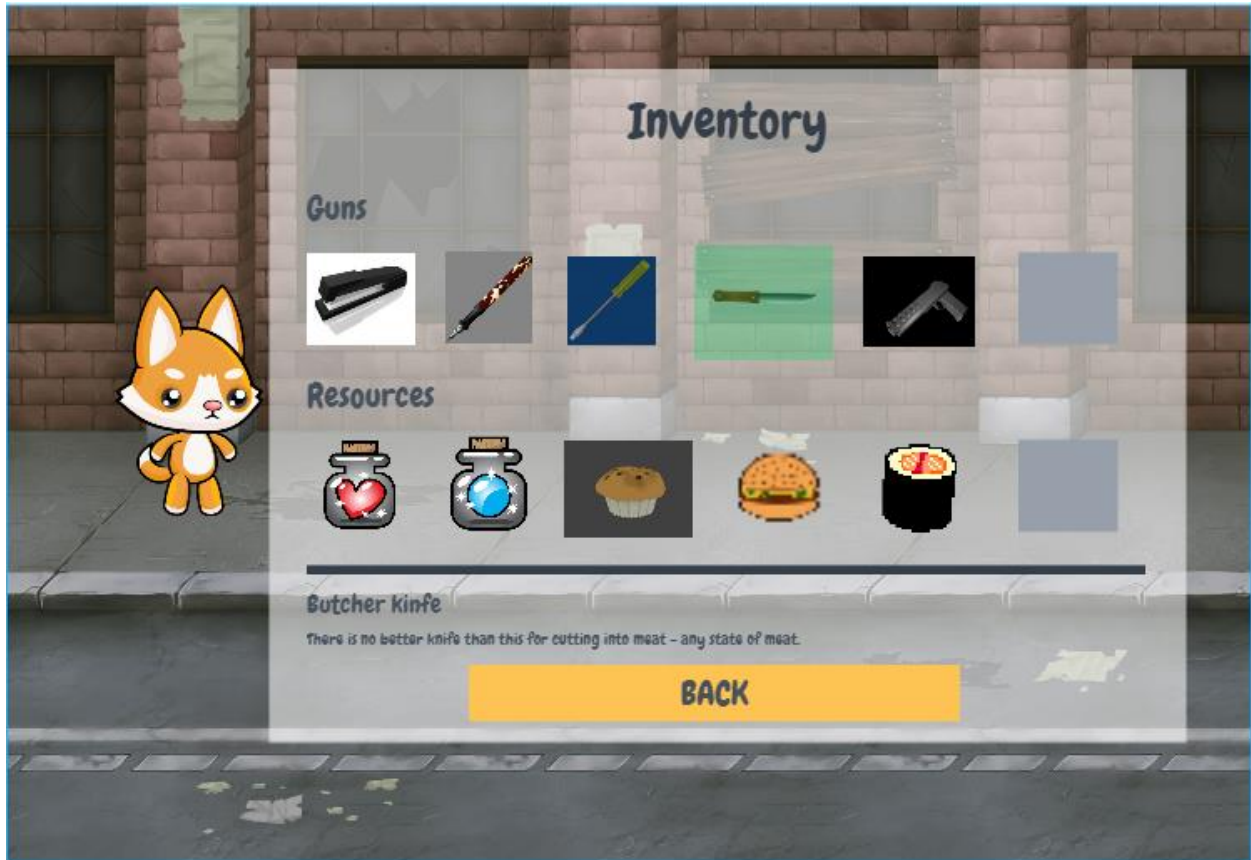


The pause menu shows the current condition of the player, changing the image accordingly, which is common in many games (Zelda, Fallout). It also shows the current condition of several important aspects of the gameplay and... it has become a little bit cluttered.

Eventually, items that might not make sense in the future (as developing progress) might be eliminated from this menu – becoming part of another sub-menu or disappearing from the game itself.



#### 4.11 Inventory Screen

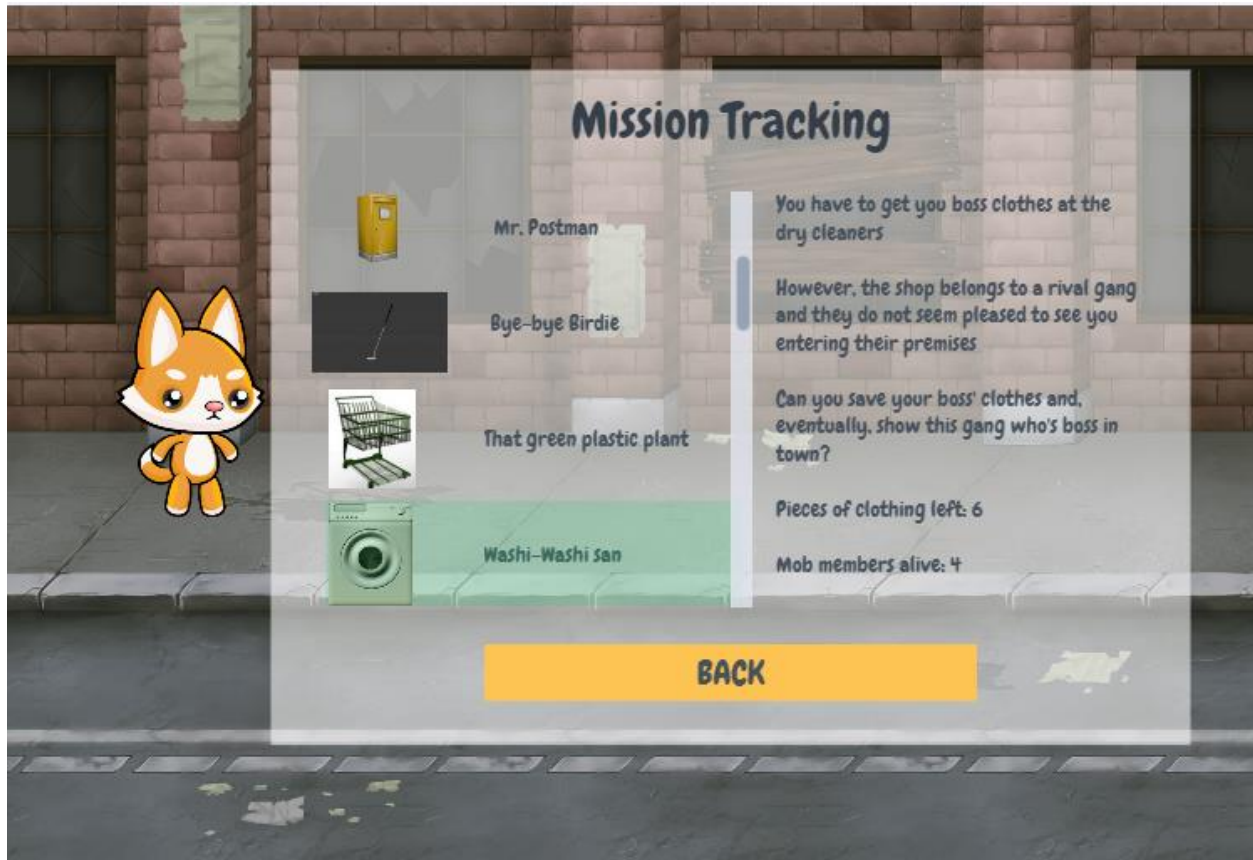


The inventory screen has been subdivided in two parts – one containing the available slots for guns and the other for resources such as potions and food. This layout – with the explaining text according to the item chosen – was influenced by “Zelda: Breath of the wild”, although much simpler in nature.

Whenever the player chooses an item, a contextual menu is shown and actions to use that item (eat food, drink potions, load weapon, hold item, discard item) are presented to the user.



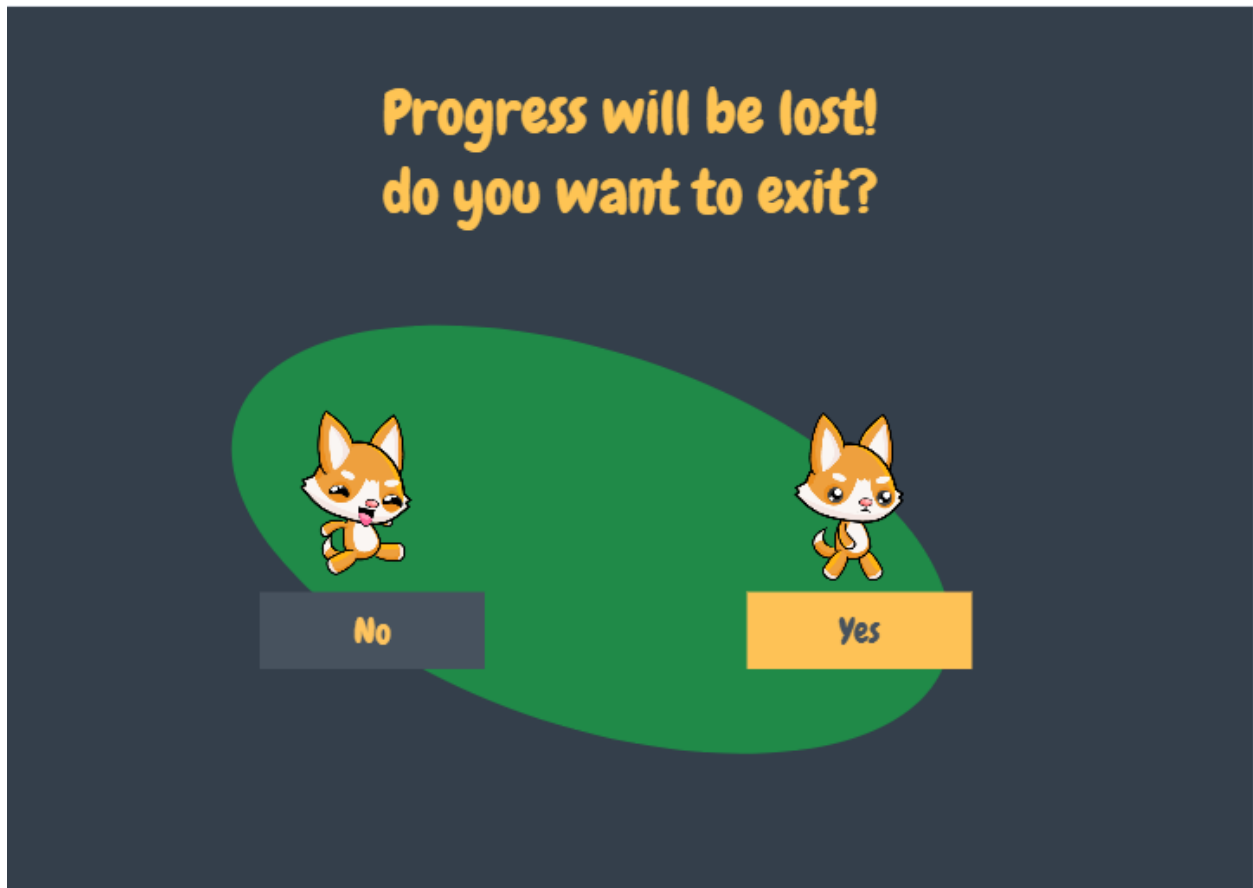
## 4.12 Mission Tracking Screen



Again, based on the mission screen (or Adventure Log) of “Zelda: Breath of the wild”, this interface shows details about each of the missions available to the user as well as what it takes to complete them.

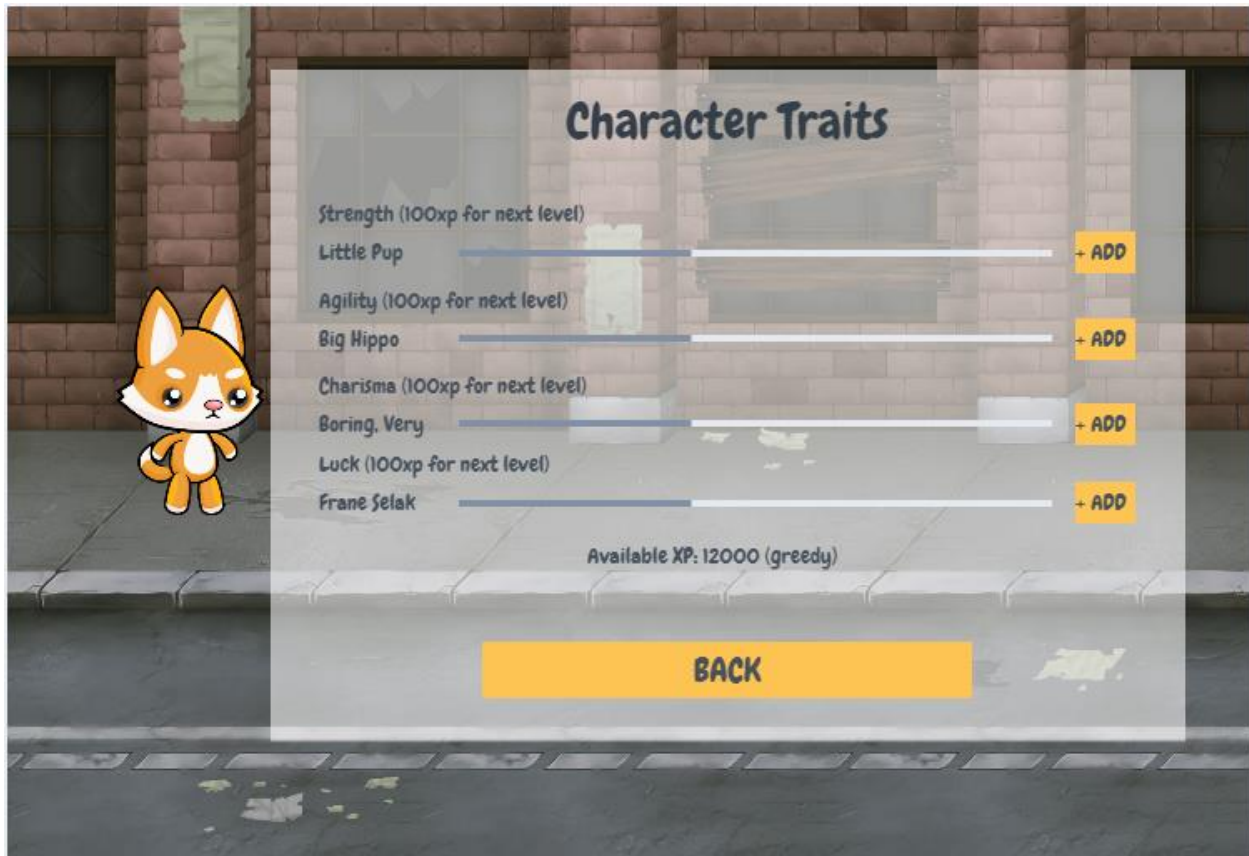
Unlike GTA – and other Rockstar games – missions can be accomplished asynchronously – just by realizing all the tasks. However, unlike “Zelda: Breath of the wild”, our game accomplishes to understand that a particular set of actions is part of a mission and, therefore, collect statistics relevant to that mission.

#### 4.13 Progress Lost Screen



This screen is called when the player decides to go back to the Start Menu from the Pause Menu. It alerts the player that eventual progress will be lost as the game does not allow saving the game between save points (the only place to save the current game status is in houses and hideouts – just like in the GTA series)

#### 4.14 Character Traits

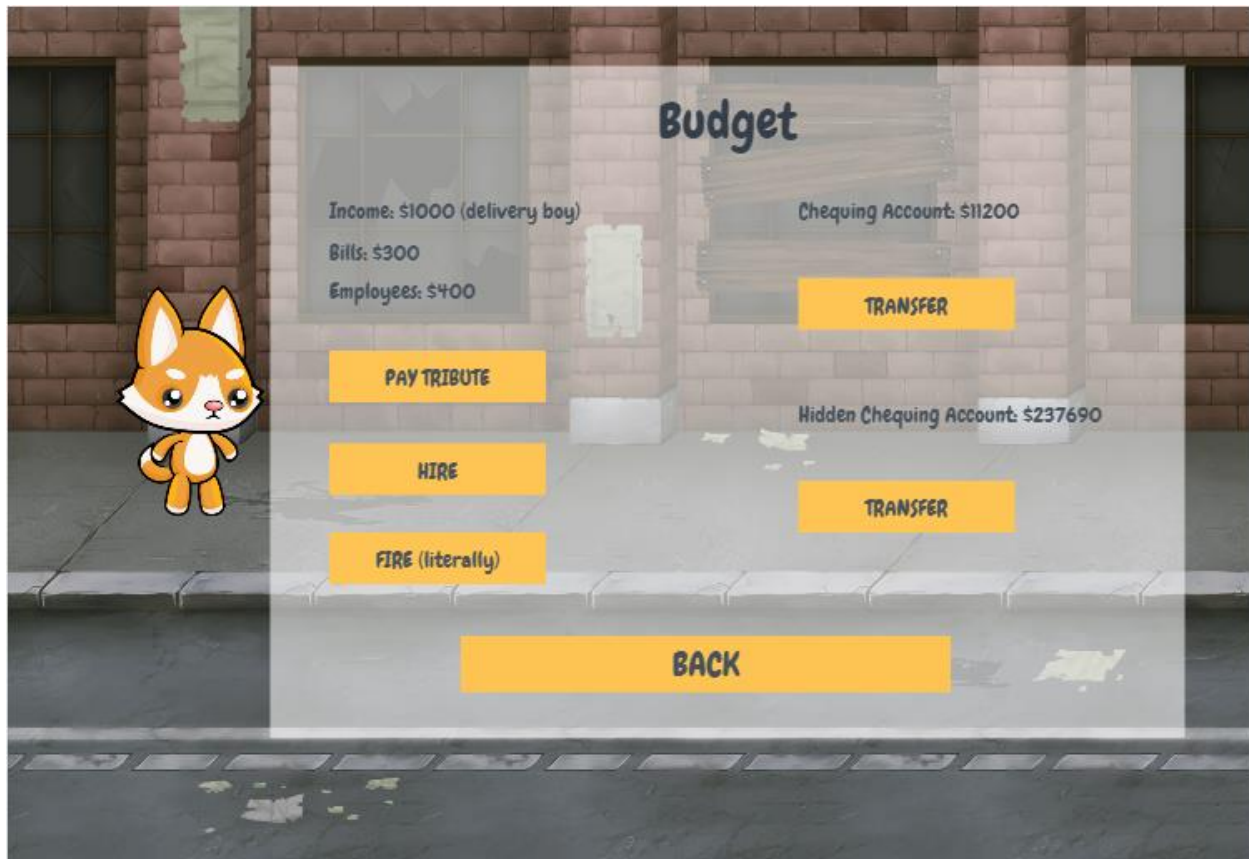


In order to create a better variety of objectives and also make gameplay easier for the player, as he progresses in the game, we allow the player to use its experience points developing traits which increase the probability of being successful in missions and in the open world.

Just like “Fallout”, every level in each of the traits has a different denomination – for instance, Charisma goes from “Boring, Very” to “The Mentalist” and, in this last level, NPCs will never be able to say no to the player – reacting positively even when ran over by his car. Members from enemy gangs will just ignore the player.

This interface was not part of the original contract per se, and it was included (along with several others) to make the game complete.

#### 4.15 Budget

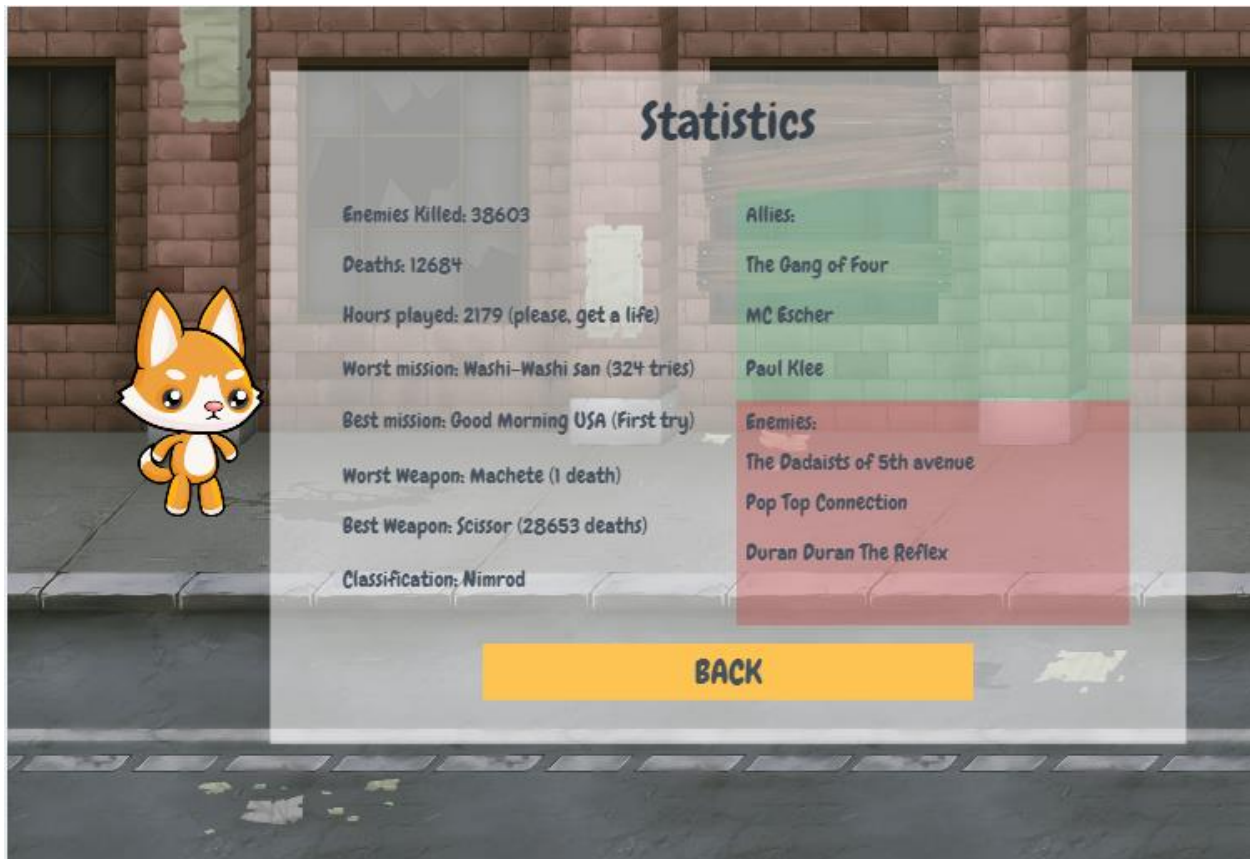


The idea behind the budget screen is to give the player some degree of freedom to invest his game money, being eventually able to buy better equipment and even shares from Mobhelp. Another game idea (still in progress) is the ability to hire NPCs to work for him and help him in missions.

Having two chequing accounts – one of them hidden from the public eye – was heavily influenced by the money management in “Tropico” as well as “This is the police” – however some game logic still have to be developed to give it a better sense in the general gameplay.

This interface was not part of the original contract per se, and it was included (along with several others) to make the game complete.

## Statistics



The statistics screen was created as a way to provide some trivia information about the player's progress in the game. The idea behind it is the same that "Steam" sections such as Inventory and Badges serve to the player – as bragging rights.

This interface was not part of the original contract per se, and it was included (along with several others) to make the game complete.