THE APRIL FOOL

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Table of Contents

Genre

The April Fool is a adventure/platformer game.

THE APRIL FOOL

Systems Requirements

The system requirements for The April Fool are:

- Platforms: Windows XP SP2+, Mac OS X 10.9+
- Input Devices: Keyboard and Mouse
- Memory Capacity: 4GB
- Graphics: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.
- Storage Capacity: 2 GB of Available Space.

Game Mechanics

GOAL:

The goal of this game is for The Fool to be the first jester to ever escape from the king's domain. In each level the jester will have to overcome a series of obstacles and enemies in order to progress.

GAME PLAY:

The player can move The Fool in two dimensions by running and jumping over obstacles. The player will control the character using a keyboard and mouse. The W, A, S, and D keys will be assigned to move the character and jumping will be performed using Space bar. When traversing through each level the player will sometimes need to select a special ability, assigned to keys 1, 2, 3, 4, and 5, in order to complete puzzles throughout the level.

The puzzles will be implemented by using movable objects and a variety of enemies. Moveable objects will help the player reach platforms that could not be reached otherwise as well as provide cover against the attacks of some enemies. Enemies such as The Knight will have to be dealt with in certain way. Some enemies will have weak spots that the player must utilize in order to defeat them while some enemies should just be avoided.

The game's special abilities will be unlocked by discovering them in a certain level. The player will have to look for a dead jester and interact with it. Through this interaction a certain ability will be unlocked and usable

in the future levels. By using these abilities the player will be able to progress through a set of levels until the jester is free. Levels will be themed similar to the following: Dungeon → Courtyard → Royal Quarters.

CORE MECHANICS:

The actions that the player can perform throughout the game will be:

1. **Move and Jump to find the exit of the level**
   The player can move the character in two dimensions through each level. Challenges will be presented in the form of platforms, spikes, traps, and enemies that are placed throughout the level. The player will have to maneuver and decide how to handle the scenarios.

2. **Fight enemies that get in your way**
   The player will encounter various types of enemies throughout the levels. In order to make it to the end of the level, the player will need to defeat all enemies or sometimes avoid them. The player will need to figure out how each enemy can be eliminated. Some enemies will be designed to be moved or manipulated with the Jester's abilities. By defeating enemies the player will be able to progress to the next level. If the player gets defeated by the enemies the level will reset and the player will be required to start from the beginning.

3. **Use the environment**
   Players will encounter obstacles through each level that they must overcome to progress. These could be simple boxes that can be destroyed or something more complex such as ledge being too high to jump onto. Some game objects will be climbable while others will be draggable.

4. **Use special abilities**
   Players will unlock special abilities as they progress through the game. Each ability will have unique uses throughout the game. The following abilities will be unlockable:

   >Vanish - The Jester will vanish becoming invisible for 4 seconds. Enemies and some traps will not be able to see the Jester during this time.

   >Mind Control - The Jester gains control and an enemy for 5 seconds. During this time the player will lose control of the Jester, but gain control of the

enemy unity.

>Materialize - The Jester becomes ghost like for 2 seconds. During this time the Jester is able to pass through certain objects.

>High Jump - The Jester gains the ability to jump twice as high on his next jump.

5. **Pickup items**

The player will encounter items which can be picked up. These items include health potions, keys, and ability cards. Some pickups such as health potions will not need to be picked up. Other items such as ability cards will need to be found and picked up in order to progress further in the game. Level specific pickups such as keys may be implemented to add additional game play objectives.

Game Story

      One fateful April 1st, the King held court with all the nobles of his land. They were entertained by the King's favorite Fool, who never failed to keep him merry. But the Fool was not the first to make the King smile, for the King's wrath was known to be harsh and vile. And so the Fool sang and danced through the royal court all day. He spun and he swooped, amazing all nobles he passed. He could do no wrong with his tricks and gags. Until he lost his step. He crashed into the King, drenching him in red wine. The court roared with laughter, thinking it part of the show. But the King grew furious, seeing the nobles laugh at his expense. He screamed at the top of his lungs, "Grab this Fool! Get him out of my sight!" "To the dungeon with him." The Fool knew of the King's favor, how fickle it was. He had seen those before him vanished and gone. Once sent to the dungeon, none had ever returned. A fate worse than death, for this April Fool.

"I have to escape, to seek my revenge. I refuse to die down here, at the whim of one man." -- The Fool

Game Controls and User Interface

THE APRIL FOOL

Keyboard Controls	Function
A	Move Left
D	Move Right
S	Duck/Stop
W	Climb
Space	Jump
1 2 3 4 5	Select/Use Ability
(mouse)	Attack
Esc	Menu

Monetization

The April Fool will be available for a suggested retail price of $19.99 USD and will be distributed across digital distribution platforms such as Steam and GOG. The initial release of the game will be buy to play with additional DLC content being purchasable in the future.

Replayability

THE APRIL FOOL

This game is meant for all those players who love adventure type games and are looking for some achievements. Casual gamers will play this game not for the feeling of victory but for the joy of playing the game. The story line is one that can be added on to as well as branched off to a story involving a totally different Jester. The various levels for these game will not be lengthy such as this means that the player can complete each level very fast it all depends on how fast the player adapts to the Game's complexity.

Sequel

The April Fool will have a sequel if and only if the game is a success among the community of gamers. The team has already developed and planned a start off sequel project so that if the April Fool game is successful the team can present the sequel as fast as possible. Alternatively, the events that happen in the sequel may follow a brand new Jester character.

Inspiration and Examples

Gameplay	Prince of Persia, TRINE.
Art Styles	Oxygen Not Included.
Main Character	Town of Salem.

Prince of Persia [By: Jordan Mechner | Oct. 3 1989]

THE APRIL FOOL

TRINE [By: Fronzenbyte | July 3, 1989]

Both Games above inspired our Gameplay.

Oxygen Not Included [By: Klei Entertainment | May 18, 2017]

Oxygen not included influenced our various Art Styles.

Town of Salem [By: BlankMediaGames | Dec. 15, 2014]

THE APRIL FOOL

Our Main character idea came from the Jester role.

Sprite Artwork:

The various sprites and art samples were drawn by Dulce Galindo.

The Fool (Jester) - The player's sprite. Color scheme will be made up of red, white, and black with golden bells. Animations: Idle, Jump, Attack, Move, and Duck

Knight - Enemy AI sprite. Animations: Idle, Attack (Shield block), and Move.

Bat - Enemy AI sprite. Animations: Attack (Dive) and Move (Wings flap).

Archer - Enemy AI sprite. Animations: Idle, Attack (Bow & Arrow), and Move.

Playing card - Will be used as the model for the Jester's attack.

Glass of Wine - The glass will be used as the player's health pool indicator. The glass will slowly empty whenever the player takes damage.

THE APRIL FOOL

Health Potion - A sprite that players can pickup to increase the Jester's health.

Arrow - A sprite that will be used by the Archer as well as some traps.

Floor spikes - A sprite that will be used all levels. The color theme and look of the sprite will change to reflect the level theme.

Box - A typical looking box sprite. Used for aesthetics and puzzles.

Stacked Boxes - Used for aesthetics, climbing, and blocking areas.

Themes:

Dungeon - Colors of sprites for this area should be dark and dreary. Gray/black, dark blue, and dark red

Courtyard - Open air environment with lots of light and sun. Colors of sprites themed for this area would include gray/green colors. Grass, stones, castle like.

Royal Quarter - The main area of a castle full of color. Colors include red/gold, and gray. Themed objects include tapestries, window cutouts, carpets/rugs.

Music and Sound Effects:
      The sound effects for this game were created by Erick Valencia.

Main Menu - Fiddle, Harp. Whistle. Something you would expect to hear in a medieval type of party.

Story Scene - Dark, Mysterious, Eerie. Something that won't distract from reading the story.

Dungeons - Dark and Mysterious. Something that gives the sense of suspense.

Courtyards - Flute, Clarinet, Oboe, Strings. Calm and Relaxed. The feeling of walking through a castle.

Royal Quarters - Flute, Clarinet. Violins, Basses, and Harp. Something uplifting and calming.

Credits - Piano. Something relaxed and not distracting.

THE APRIL FOOL

Jump - Maybe a vocal or a sound of exertion.

High jump - A cartoon 'boing' sound.
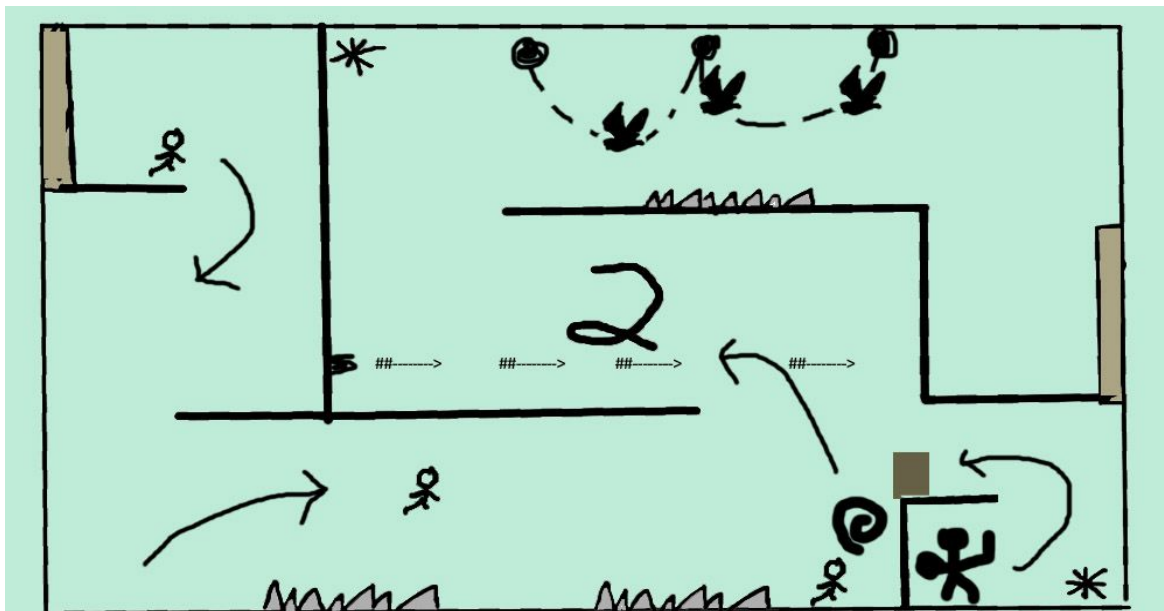
Mind control - An alert type of sound.

Vanish - A 'poof' type of sound.

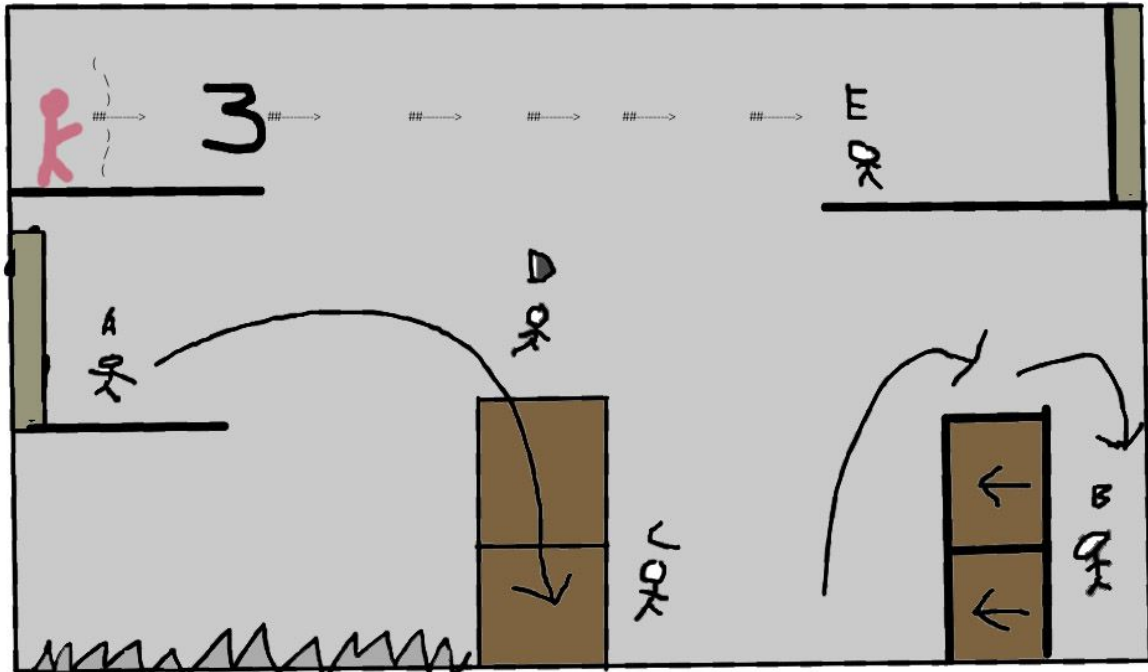**Materialize -** A sound similar to melting.

Attack - A 'tick' or 'swoosh' type of sound.

Death - An alert type of sound or a crowd representing the king's court saying "Oh no" or gasping.
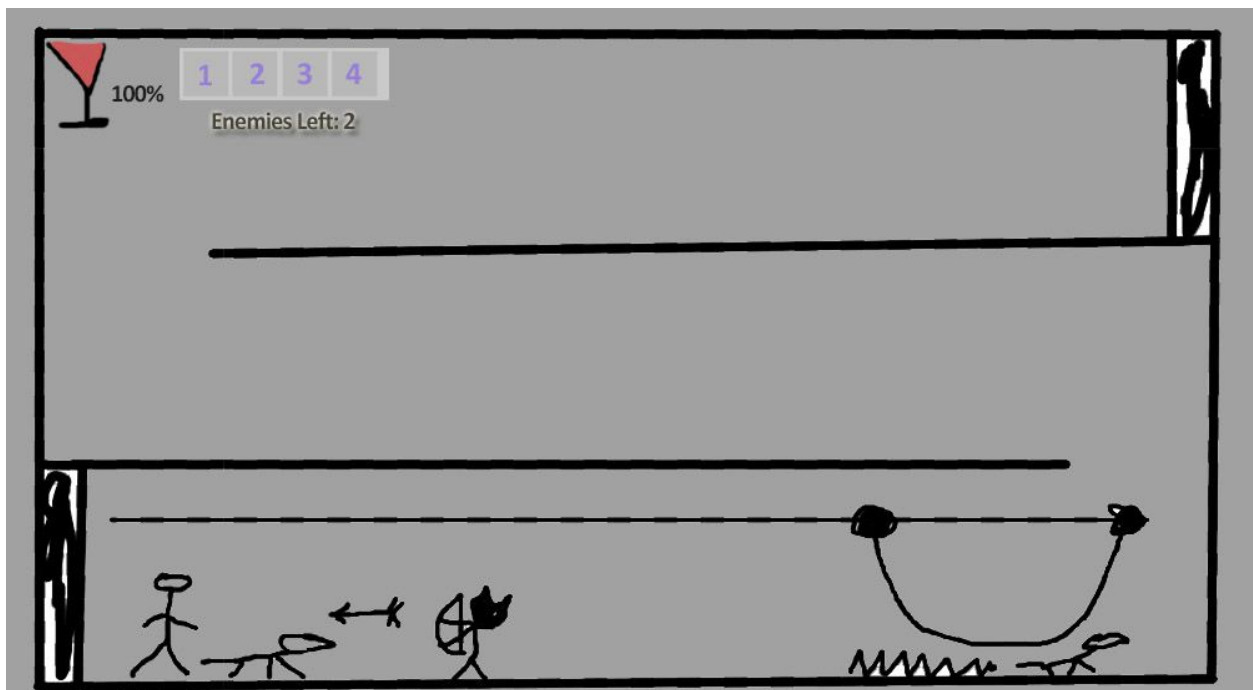
Sample Map Layouts:

THE APRIL FOOL

Sample Background:

THE APRIL FOOL

Sample UI:

The player's health bar will be in the form of a wine glass. Usable abilities will be listed at the top of the screen. An enemy counter will be shown if a certain amount of enemies needs to be eliminated.

-   Sample Jester Character -

THE APRIL FOOL