

Notes

Team Blue Sky:

Lyndon - 323-316-3308

Eric - 951-312-2011

Ronan - 626-375-7014

Susan Tham - 415-596-2813

Wayne Sung - 714-206-0368

Theme: Transmission

Concept: The player is on a spaceship, with the skill to repair parts of spaceships. You work as a repairman for a company. Your company contacts you to help three ship

alien space ships

helping other beings

sacrificing stuff from the ship to help other beings

- normal job is to tell them how to fix their own ship, but also upgrade their ship

sacrificing your ship / repairing others ships

Levels of kindness since player can do multiple acts.

in the end, you're left without a ship

leaving yourself completely stranded, someone you've helped comes back around to help you

Transmission

- Basic idea: sending and receiving

- reminds of pulseman from genesis

- platformer, using transmission as a form of transportation

- one place to another

- more like startrek, break yourself down to transmit yourself via soundwaves

Listen to radio and transmit yourself over to the help site.

Ronan: 2D art

Ronan: have menu option at end to view kindness score with one “I don’t need to know how kind I was” then if chosen, the game would acknowledge for not needing to choose to see the level of “kindness” you played out during the game

Endings

- Not sacrificing anything - stuck?
-
- Higher kindness affects your ending
-

Refurbishing tools

Gaining tools by collecting resources, or

Losing tools - wearing down, or giving them away (?)

- Giving away tools
 - Person you give tool to will be able to use it
 -

tally of 1s and 0s, seeing what they did or didn’t do, and they get different endings

self-eval , how kind was I during this game?

The real end game is just to be kind

- Choose who to help in the give amount of game time
- Limited amount of parts given to you
- You cannot help everyone, even though the goal is to help as many people as possible.
 - The decisions that you make will affect the ending
- Do the best you can do manage what parts to get and who to help

Features

Name your character

Communication with company

Teleporter

Repair controls

Transmit

Show blueprint of ship

View Inventory

Chatbox and chatlog

Replying to boss

Asset List

Items

- Engine
- Fan
- Toolbox
- Battery
- Thruster
- Wing
- Tailfin
- Weapon
- Rations
- Bag lunch
- Soylent
- Paper fan

Tools

- Welding torch
- Wrench
- Screwdriver

~~Work Units and Pay~~

- ~~Company pays for a set amount of unit~~
- ~~Limited amount of work units for the game~~
-

Scenario/Jobs

1. **“Supermodel Needs a Fan” - Supermodel**
 - a. **She needs to get to his gig cool and refreshed. Needs a fan.**
 - b. **“I’m on my way to a gig, but my fan broke. If I don’t get this fan repaired, I’ll be sweaty for my big show :(.”**
 - c. **“I have a degree in theatre, I can say this!” - Eric**
 - d. Can use a fan in parts box that is smaller than the supermodel’s ship’s fan requirements. (Kindness 0)
 - e. Can sacrifice your own ship’s fan which fits. (Kindness 1)

- f. Send yourself with paper fan to personally fan the supermodel all the way to the gig but get demerits for the extra time spent. (Kindness 2)
2. **“An Offer You Can Refuse?” - Gangster boss**
 - a. **Can betray you or pay you.**
 - b. If betray, you lose
 - c. If to be safe, you refuse to help the gangster boss, you get demerited by the company.
3. **“That Green Rock Upsets Me” - Superhero**
 - a. **You need to get rid of his/her kryptonite.**
4. **“We Gotta Get Away” - Family on vacation**
 - a. **Need to fix their engine to get them on their way.**
 - b. Can use the engine in your parts box.
 - c. Can swap out engine with yours.
5. **“Kink in Okinko” - Frustrated business person who’s late for a meeting**
 - a. **Need to charge or change his battery.**
 - b. Can choose to just charge up the battery.
 - c. Can choose to swap out battery with yours.
 - d. Can choose to make a pedalcharger and personally pedal the person to work, being whipped all the way.

Ending (multiple)

1. (Kindness 0) Stranded, call company who can send someone in a week to pick you up. The End.
2. (Kindness 1-4) After, someone you helped calls and gets you a rental ship to get off.
3. (Kindness 5-12) Or someone you helped offers you a posh new job entirely free of the drudge of repairwork.

Demo:

Supermodel job with 1-3 determining endings 1-3.

Using dialogue as main mechanic.

Use spaceship screen as gameplay screen

Implement Endings 1-3.

Tasks:

Dialog tree - Eric and one programmer

Dialogue content - Wayne and Susan

Mini game - repairing a fan - Alvin and Ivan

Dialogue/chat mechanics - Lyndon

Art - Ronan

Next step:

Repair mini-game.

Character art: Boss, Supermodel

Item art: Paper fan, parts box fan, ship's fan

Environment art: control panel, viewscreen, supermodel ship, own ship sideview blueprint type, inventory box

Soylent bottle in control panel view?

Script Writing**Supermodel job:**

(Boss face dominates view like Jetson's boss.)

Boss: Wake up! What am I paying you for? Don't think that 7 days from retirement excuses you to slack off!

Boss: Got a job for you.

(Screen switches to glamour shot of supermodel.)

Boss: Exercise apparel supermodel extraordinaire Heavy Biceptual is stranded in Sector 47 in a Model T-400 space limo.

Boss: I need you to go over and get him moving again so he can make it to his fashion show on time.

Boss: Hey! Don't drool. I'm counting on you to keep professional over there!

You:

1. Yeah yeah.
 - a. Boss: Hmph, you better behave yourself.
2. Whoa mama, look at those biceps!
 - a. Boss: Whoa yourself or say goodbye to your pension!

Boss: Now get out there!

(You fly off in your spaceship and arrive at supermodel's ship location.)

Supermodel: Oh, thank goodness you've arrived. I was getting mighty bored of flexing in front of the mirror (not really, of course) and I must get to my event.

Supermodel: I'm the lead walker, you know, and I must be there on time and fresh-faced.

Supermodel: Well, I'm afraid my air regulator fan broke down and

(You look at the supermodel's ship fan and compare it to your inventory and ship. You find that your ship

You:

1. (choose parts box fan) Sure, on the case, let me get my parts.
 - a. Supermodel: Oh, but it does look smaller doesn't it?
2. (choose your own ship's fan) Hm, looks like our inventory doesn't have your fan's size.
You can have my ship's, Mr. Biceptual.
 - a. My, what a gentlemen! I'll be sure to put in a good word with your boss.

- b. (Due to needing to swap out your fan, you do take longer than expected to finish the job.)
 - c. Boss: What took you so long! Mr. Biceptual was satisfied but I sure am not! You'll have to delay your retirement a day to repay for lost time. Now shape up over there!
- 3. (choose paper fan) Let me be your fan!
 - a. Whatever do you mean.... Ohhhh, well I can't say I won't appreciate good service. Hop on over and I'll get you a backstage pass. <3
 - b. (You hop on to the supermodel's ship and proceed to fan him with your paper fan yourself. You then fly off with Biceptual and enjoy the fashion show immensely.)
 - c. Boss: grumblegrumble Don't think that a good word from Mr. Biceptual gets you completely off the hook for playing hookie!
 - d. Boss: You'll have to postpone your retirement a week to repay that unpaid vacation. But I suppose I should thank you for satisfying him.

Ending:

- 1. Over the course of your job, your acts of kindness have left you stranded on a desert planet with an active volcano. Is this the end of your adventures?
- 2. Kindness low ending: You call your company and your boss acknowledges your plight with a calm yet slightly smug expression.
 - a. Boss: So, looks like your unorthodox repair practice has finally caught up with you. So close to your retirement, too.
 - b. Boss: Well, I suppose I can send a shuttle out to pick you up by next Tuesday. Hope you can survive a week over there. "Lava" what they've done with the place. *snort*
 - c. (Boss hangs up)
- 3. Kindness medium: Plays after the Boss convo.
 - a. Gangster: Heard you needed a exit. Happens so that I'm an expert in getaway vehicles.
 - b. Gangster: I'll loan you one of mine in exchange for a couple of free repairs, no questions asked. You in?
 - i. You: You crazy?
 - 1. Hardly, but you would be if you stay much longer on that planetoid, I'd bet. (Go to ii.)
 - ii. You: Fine, I'll bite.
 - 1. Mahvelous. Alright, hold on to your stomach.
 - 2. (Gangster warps a ship over to you and you board and take off in it.)
- 4. Kindness high: Plays after the Boss convo.
 - a. Superhero: Ho, my good friend! I see you're in a right pickle!
 - b. Superhero: Let me help you out there, eh?
 - c. (Superhero flies you off the planet and into orbit.)

- d. Superhero: I happen to be looking for a sidekick. Would you like to live a life of fame and riches with a sprinkle of danger?
- e. You: Danger?
 - i. Superhero: Well, my last sidekick had to get some reconstructive surgery from a giant mallet, but that was after years on the job.
 - ii. You: (shrug) I was going to retire anyway. So a little risk of forced retirement isn't going to stop me from seeing the galaxy.
 - iii. Superhero: That's the spirit! Let us go into the wild black yonder, my friend! To adventure!
- f. You: Would I!
 - i. Then let's go, my boy! Off to adventure!
- g. (Flies off just as a jet of lava popped up where you were.)
- h. And so you zoom off to your new life of fame, riches, and a sprinkle of danger. Life couldn't be more perfect than this, right?