

# Buddy Breeze

## *Game Design Document*

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# Game Design

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## Summary

After being stranded in a town near nothing Zoop, a sentient plastic bag, goes around town helping the citizens with their emotional, life, and relationship problems.

## Gameplay

Buddy Breeze can be defined as a point-and-click adventure/platformer with heavy emphasis on dialogue. A run down of a gameplay session should involve the player utilizing the character physics, environment, and weather in order to reach an objective. These objectives should reach a character's dialogue, further a quest (name of quests to be renamed in the future), or complete a task.

Since Zoop is stranded in this town (name pending) there is no overarching goal aside from helping everyone around town. There is not an overarching storyline that ties all of the characters together, however that does not mean that the characters will not cross between other character's storylines.

## Mindset

When the player plays *Buddy Breeze* they should feel alive and calm. I like to think that playing the game will make people appreciate the bonds that they have between people and just appreciate where they are in their life. Life isn't about moving forward in a job, or at school, but enjoying the situations that we go through and the people we meet through those situations.

# Technical

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## Screens

1. Title Screen
  - a. The title screen will have one of the characters which the player has interacted while playing that will give one expression for each of the following options.
    - i. New Game
    - ii. Continue
    - iii. Options
    - iv. Exit
2. Game
  - a. Pause
    - i. Pressing Start/Escape will pull up a Peppr cube in the lower right corner with a dpad/dkeys UI with the following directions
      1. ← - Dia-log
        - a. This will allow the player to scroll through previous dialogue
      2. → - Sticker Journal
        - a. The player will receive stickers for accomplishing certain things in the game and will be viewable as a gallery with text from *Zoop*.
    - ii. Pressing select will pause the entire game and display the following options with character heads beside them like Banjo-Kazooie
      1. Resume
      2. Options
      3. Main Menu
      4. Exit Game
3. End Credits

## Controls

Zoop will be at a basic level controlled with the WASD keys or the left joystick. However, this movement will change depending on the mode they are in.

There will be three main modes of traversal in *Buddy Breeze*:

1. Empty Bag

- a. In this form, Zoop can slowly smush against the ground in a direction to move or they can let go of the ground and fly with the direction of the wind. To smush against the ground the player will hold the right trigger/space and when they want to be free with the wind they will let go. Pressing down on the trigger/space while the player is in the air will make the physics on the bag decay and quickly bring the player back to the ground.
2. Filled Bag
  - a. Depending on what or who is attached to/inside of Zoop there will be varying mechanics. Many objects that Zoop picks up will prevent Zoop from gliding with the wind, unless they are light enough for that to be possible. However, some people will give Zoop different traversal abilities. For example, if the player has Glovis with them, they will tie their handles in knots around both of Glovis and use them to “walk” around. Many of these mechanics have not been determined yet as we will only be beginning with two different areas in the game. These traversal differences will be noted when necessary.
3. Scrunched Bag
  - a. Pressing A (controller) / Shift (Keyboard) will make Zoop scrunch into a ball form allowing much faster ground traversal than smushing. Pressing smush button
  - b. (right trigger/space) as the scrunched form will make the ball jump a small height. Communicating to the player that Zoop is attempting to do the same action if they were in empty form and allowing some traversal.

This game will be preferably played with a controller since there will be platforming and there is more fluid motion with the control sticks.

During dialogue sequences the player will be able to make decisions of what is said by either clicking on the M+K or controlling a 2D plastic bag toward dialogue options with a control stick.

## Mechanics

Are there any interesting mechanics? If so, how are you going to accomplish them?  
Physics, algorithms, etc.

Physics platforming is a big part of *Buddy Breeze* that will make it satisfying for the player to continue. As noted above in the controls section, there will be three different modes of traversing as Zoop.

1. Empty Bag
  - a. Smushing the bag against the ground and giving them slow traversal speed will be as simple as changing the rate which the player controller can move, however the big mechanic to figure out here is the wind and how the player will move with it. One of the important things to figure out is how to signal to the player how the

wind direction and speed will be communicated to the player. I am thinking that there will be wind lines or swirls to note where the wind is going and how fast the player. We will also have to figure out how to code the changes in movement when the player switches between smushing and riding the wind.

2. Filled Bag
  - a. This will vary between characters in the bag.
3. Scrunched Bag
  - a. This will be the easier of the forms to figure out. In this form the player will be controlling a moving ball form of the bag which will be rolling and skipping around the world.
  - b. I would like to use this video as a reference for the rolling animation:  
<https://www.youtube.com/watch?v=DOTUbxKCFP8>

The other important mechanic of the game is the dialogue bubbles that will be scattered around the town. Instead of walking right up to characters and talking with them the player will have to capture 3D modeled speech bubbles which will then drag Zoop to the character which it is parented to. Once this is captured the player will run through dialogue bits with the characters. These won't have major changes on the gameplay, however, there will be slight dialogue changes depending on what the player chooses, like a lighter version of *Firewatch*'s dialogue system.

# Level Design

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## Themes

1. Town
  - a. Mood
    - i. Calm, light
  - b. Objects
    - i. *Environment*
      1. Zany benches
      2. Playground
      3. Garbage
        - a. Need random products and objects that people throw out for this.
      4. Light Pipes
      5. Goofy Containers
      6. Street Signs
      7. Pond
      8. Trees
      9. Gates/Fencing
      10. Mailboxes
    - ii. *Progressors*
      1. Character buildings
      2. Characters
      3. Speech Bubbles
      4. Hidden Stickers
2. Book Store
  - a. Mood
    - i. Dangerous, Chaotic, Hell hath broken loose
  - b. Objects
    - i. *Environment*
      1. Book Shelves
      2. Torches
      3. Table and chairs
      4. Coffee stand
    - ii. *Progressors*
      1. "Fans"

2. Burning pile of shelves
  3. Air vent
  4. The PIT
  5. Author table
  6. Guard
  7. Truby Table
  8. Boxes/containers
  9. Pipe
  10. Windows
  11. Book store building
  12. Hidden Stickers
3. Dossy's Apartment
  4. Radio Station
  5. Glebionis Garbage Pile
  6. Zaby's Store
  7. Jelly Bean Trader's Cave
  8. Chrysanthemum Underground Tunnels
  9. (Pending)



## Game Flow

Dossy being used as an example questline. It is important to note that nothing in this game should be viewed as a “single solution problem”, instead it should let the player look at the objects in the environment and solve puzzles through abstract interpretation and connections.

1. Player starts in town and looks for objects to interact with.
2. There will be easier bubbles for the player to capture. This will be the means of the player learning how dialogue works in the game and what they need to look out for.
3. The player will find Dossy’s speech bubble on top of a fire escape near Dossy’s apartment which will then drag the player to Dossy.
4. The player will speak with Dossy and learn that they really only like Peppr. It does not become immediately clear that Dossy is lonely and looking for friends in town. The player can then bring objects to Dossy to activate different dialogue with them.
5. Once the player brings Dossy an item that makes them think about how lonely they are in town, the player will get the hint that Dossy wants to make friends and find a way to do that. If the player brings Dossy any character they will not interact well because Dossy becomes anxious. If the player brings Dossy some related to the upcoming author event or the bookstore, Dossy’s level will activate.

# *Development*

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## **Abstract Classes / Components**

1. BasePhysics
  - a. BasePlayer
  - b. BaseEnemy
  - c. BaseObject

2. BaseObstacle

3. BaseInteractable

*(example)*

## Derived Classes / Component Compositions

1. BasePlayer
  - a. PlayerMain
  - b. PlayerUnlockable
2. BaseEnemy
  - a. EnemyWolf
  - b. EnemyGoblin
  - c. EnemyGuard (may drop key)
  - d. EnemyGiantRat
  - e. EnemyPrisoner
3. BaseObject
  - a. ObjectRock (pick-up-able, throwable)
  - b. ObjectChest (pick-up-able, throwable, spits gold coins with key)
  - c. ObjectGoldCoin (cha-ching!)
  - d. ObjectKey (pick-up-able, throwable)
4. BaseObstacle
  - a. ObstacleWindow (destroyed with rock)
  - b. ObstacleWall
  - c. ObstacleGate (watches to see if certain buttons are pressed)
5. BaseInteractable
  - a. InteractableButton

*(example)*

# Graphics

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## Style Attributes

What kinds of colors will you be using? Do you have a limited palette to work with? A post-processed HSV map/image? Consistency is key for immersion.

What kind of graphic style are you going for? Cartoony? Pixel-y? Cute? How, specifically? Solid, thick outlines with flat hues? Non-black outlines with limited tints/shades? Emphasize smooth curvatures over sharp angles? Describe a set of general rules depicting your style here.

Well-designed feedback, both good (e.g. leveling up) and bad (e.g. being hit), are great for teaching the player how to play through trial and error, instead of scripting a lengthy tutorial. What kind of visual feedback are you going to use to let the player know they're interacting with something? That they *can* interact with something?

## Graphics Needed

1. Major Characters
  - a. Zoop
    - i. Smushed
    - ii. Riding the wind
    - iii. Ball form
    - iv. Carrying Dossy
  - b. Dossy
    - i. Wolf (idle, walking, running)
    - ii. Giant Rat (idle, scurrying)
2. Minor Characters
  - a. Town Citizens
    - i.
  - b. Book Store Characters
    - i. "fans"
    - ii. Trubies
    - iii. Guard
    - iv. Author
    - v. Book store owner
    - vi. Fans in the pit
3. Town stuff
  - a. Zany benches
  - b. Playground
  - c. Garbage
  - d. Light Pipes
  - e. Goofy Containers
  - f. Street Signs
  - g. Pond
  - h. Trees
  - i. Gates/Fencing
  - j. Mailboxes
  - k. Character buildings
  - l. Characters
  - m. Speech Bubbles
  - n. Hidden Stickers
4. Book Store stuff
  - i. Book Shelves
  - ii. Torches

- iii. Table and chairs
- iv. Coffee stand
- v. Burning pile of shelves
- vi. Air vent
- vii. The PIT
- viii. Author table
- ix. Truby Table
- x. Boxes/containers
- xi. Pipe
- xii. Windows
- xiii. Book store building
- xiv. Hidden Stickers

# *Sounds/Music*

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## **Style Attributes**

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. mario's jump), or use just enough to let the player know something happened (e.g. mega man's landing)? Going for realism? You can use the music style as a bit of a reference too.

Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music *and* sounds - so plan accordingly!

## Sounds Needed

### 1. Effects

- a. Soft Footsteps (dirt floor)
- b. Sharper Footsteps (stone floor)
- c. Soft Landing (low vertical velocity)
- d. Hard Landing (high vertical velocity)
- e. Glass Breaking
- f. Chest Opening
- g. Door Opening

### 2. Feedback

- a. Relieved "Ahhhh!" (health)
- b. Shocked "Ooomph!" (attacked)
- c. Happy chime (extra life)
- d. Sad chime (died)

*(example)*



## Music Needed

1. Slow-paced, nerve-racking “forest” track
2. Exciting “castle” track
3. Creepy, slow “dungeon” track
4. Happy ending credits track
5. Rick Astley’s hit #1 single “Never Gonna Give You Up”

*(example)*

*(Note : Again, if you’re soloing you might be able to / want to skip this section. It’s up to you.)*

# *Schedule*

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*(what is a schedule, i don't even. list is good enough, right? if not add some dates i guess)*

There will not be many hard deadlines, as I am just not that organized to figure that out but I would like a working prototype by the end of Summer with the town and Dossy's first level playable. It would be really cool to show this at the first OUGDA meeting after the first game jam.



