JetHack - Design Document

Global Game Jam 2018 Theme: "Transmission"

The Pitch

A first-person platformer about jetpacking around a Cyberpunk dystopia and destroying late-capitalist propaganda.

Schedule

- 12 = art lock?
- 1:30 = PENCILS DOWN, BUILD THE GAME
- 230 = Begin upload to GGJ Website

What We Need

LAST MINUTE NEEDS
- Quit on final hack done ✔
- Tag Posters ✔
- Replace VidConnect with Allure, Falcon is First ✔
- Spotlights
- Post-Processing Stack

Saturday Night / Sunday
- **Programming**
  - **Hacking**
    - **Hacking knows what billboard to turn off, does so upon success**
    - Re-do delay when leaving, because Invoke doesn't allow for parameters :(
    - Disable pause ability! ✔
    - Failing kicks player out of interface ✔, with negative SFX ✔
      - If player fails 3 times, something bad happens?
    - Implement correct UI, re-organize canvas ✔
    - UI that tells the player what commands to do! ✔
  - Fix car script to not be randomized ✔
- **Level**
  - **Implement Terminals**
  - **Implement Posters**

- - - Basic AI Wandering System
    - Kill Z Volume in case player escapes bounds somehow ✔
  - **UI**
    - Pause Menu ✔
      - Implement art
  - **Writing**
    - Make actual terminal commands ✔
    - Set what to call "Posters" that isn't "Posters"

Checklist for Running Level

- FPS Controller
- GameManager
- HackingCanvas
- PauseCanvas

Friday / Saturday

- **Programming**
  - First Person Character Controller ✔
    - Jetpack jump ✔
      - Camera Shake ✔
        - Camera shake check on button up **and** on grounded
      - Public variable for thrust ✔
    - Basic UI
      - Reticle Raycast ✔
        - Click "Terminal" to hack
        - Click "Poster" to destroy object ✔
          - Short camera shake ✔
          - Sound Effect
  - Hacking ✔
  - Pause functionality
    - (Shouldn't pause during keyboard input sequences!)
    - Player Controls reiterated
    - Quitting Button fff
  - End of the game functionality
- **City Block Decorations**
  - Streetlamps✔
  - Dumpsters✔
  - Trash✔
  - A/C Units

- - Floating CRT Robot✔
  - Trash Can Robot✔
  - 2 butt bench
- **Advertisement Textures**
  - **The big ones**
  - Posters
    - Posters for tutorial! Rip the tutorial down!
- **Sound**
  - City Ambience
    - Neon buzz for posters ✔
      - 118340__julien-matthey__jm-noiz-buzz-01-neon-light.wav
    - Flying car engine ✔
      - 202962__bloke09__generated-helicopter.wav
    - Computer loop for terminal attraction ✔
  - Jetpack Thruster
    - Thruster engine ✔
    - Thruster release ✔
  - Footsteps (preferably metal)
    - Using Pavement_B ✔
    - Landing sound ✔
      - Metal_A_9
  - Music playlist for while jetting around ✔
    - [http://freemusicarchive.org/music/Anonymous420/_____/Anonymous420_-___- 04___](http://freemusicarchive.org/music/Anonymous420/)
    - http://freemusicarchive.org/music/Anonymous420/Nostalgia/Anonymous420_-_Nostalgia_-_05_Echo_Blues_Effect
  - Hacking Stuff
    - Keyboard input?
    - Success and Failure SFX ✔
      - 220166__gameaudio__button-confirm-spacey.wav
      - 220174__gameaudio__spacey-loose.wav
  - Poster ✔
    - TV Smash
      - Array of 3
    - Success sound same as hack
- **UI / Pixel**
  - Pixel Reticles ✔
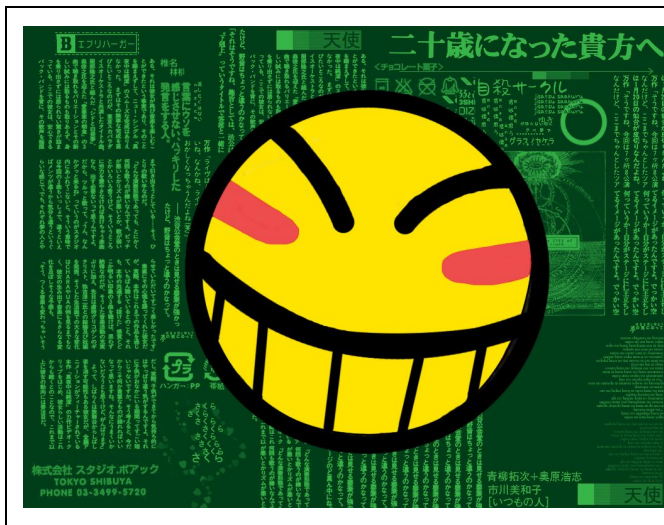   - Terminal Access
    - Breaking Poster

Marissa's Notes

- Height: 1 unit
- Width: 1 unit
- Max Vertical Jump: 8 units up
- Max Horizontal Jump: 20 units across
- Alleyway width: 8 units across
- Street width: 16 units Across
- DO NOT RESCALE TERMINAL, exact scale for PC

References

- [Bernband](#)
- [Condor](#)

Kenny's Advertisement Ideas/Reference

	This is Edward's "logo" from Cowboy bebop. I like the idea of the main character adding some kind of emote/logo as a calling card.

Simple design with an overconfident tagline. This is harmless because it's from Toy Story. However, what if we took the same design and gave it to a food company that is huge and shows lots of pride over how it's the biggest.

A mega corporation owning a superhero. Just gotta make this look more futuristic.

	Not much to say design wise but it's something to think about. Look how in the background there is a giant female face with a company logo next to it. Is that all it takes to advertise? If a corporation is big enough, probably. Didn't even add a tagline, not even a "get the London look."
	Have a product? Talk about how it's the best and add a logo.
	Not cyberpunk but this ad has everything the ads I'm making should have. Simple design, cocky tagline, and an attractive man.
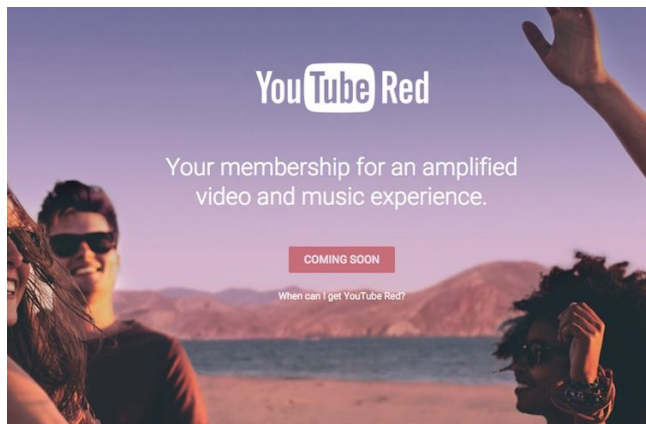
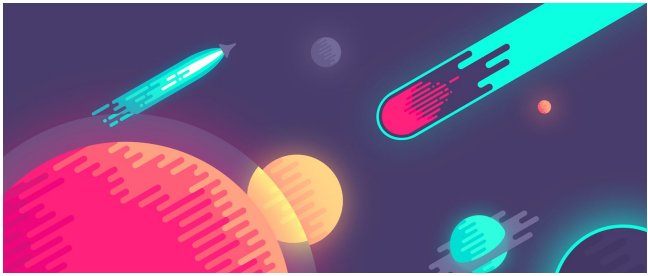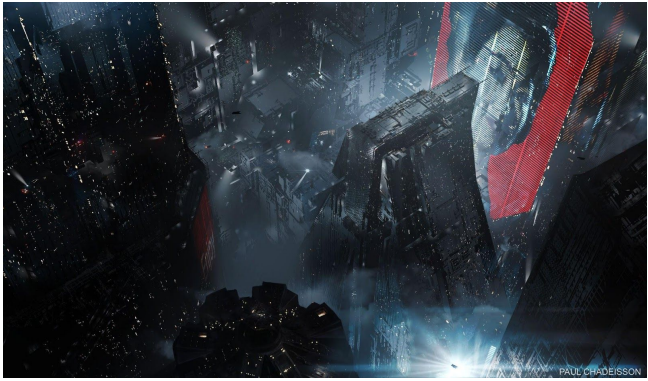|	
	This is too polite. This ad is suggesting to get youtube red, change this in a way that makes it sound like you have no choice but to get it.
	"Everything you need to be happy" Brilliant. We are making life so easy and convenient to the point where you aren't living, but look at all these colorful ADS.
	EAT! DO IT!!!!!!
	How do you advertise anything? You make it look like a VERY attractive woman is giving a person some attention. Because ads need to be SEXY.

	"This is Bob Barbas. Just, doing God's work." What a goddamn prick I love it. He feeds you false info and has a confident smile on your face. The kind of face I would want on a cyberpunk ad.
	I like the color scheme of this image.
	I like how the image on the building is presented with black lines across the whole image.
	Love the color scheme and I can see how ads are presented on the streets.

4Possible Advertisements
- Energy Drinks!
- Make Up! (an easy way to change your face, make it futuristic)
- Fast Food!
- Video Streaming Service!
- Clothing

- TV News?
- Music?
- Smartphones
- Cars!

These ads should focus on how you eat, sleep, commute, talk and watch. One for each billboard.

Eat - Fast food, something that will get you full, fast, and cheap. Simplistic design with no people. (pizza planet/Food in a Cup)
Sleep - Sleep? Why do that when you could work? Drink an energy drink that will make you feel rested (actually it just makes you feel awake). Should incorporate a superhero. (pepsi man/Virility)
Commute - If your not buying a flying car, you're doing it wrong. Attractive men and women? (NS-5)
Watch - You can NOT avoid ads, but we can give you a service with the best Social Media and Ads suited to you. I have a feeling a person in a suite would be the one to try and incorporate this. (Youtube Red)
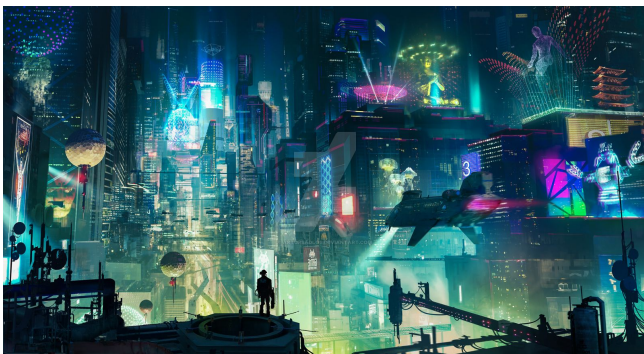**Interact** - If you are going to talk to someone, you HAVE to look pretty. Put on this mask that puts makeup on for you. Should feature an attractive woman. (Anything that involves an attractive woman) Brand yourself?
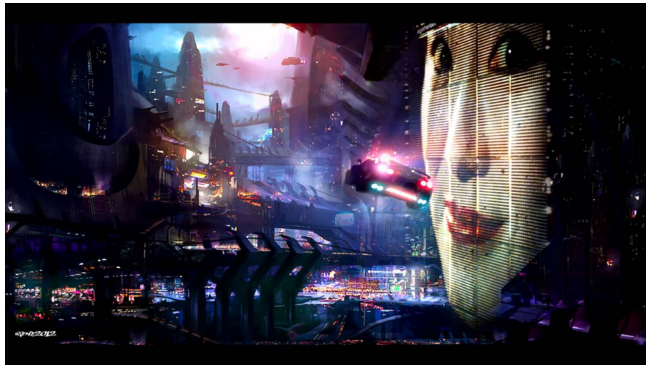
Marissa's Reference

Environment Reference Pics
Color Pallet: Pink (R:255 G:34 B:127) Yellow (R:255 G:250 B:136) Green (R:75 G:252 B:144) Blue (R:12 G:255 B:230)

City

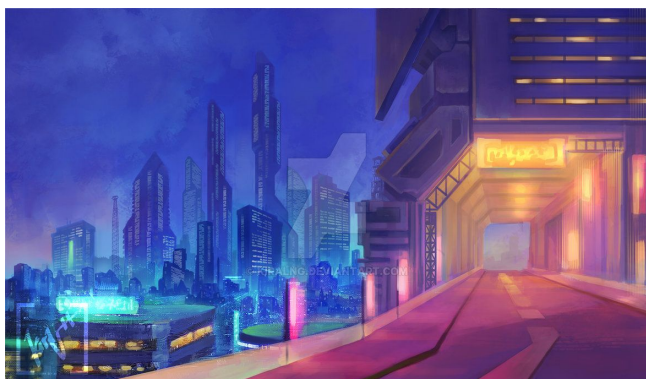|	
	Cool colors and atmosphere for the game

	Interesting architecture and color palette + big ad, we need at least one of those
	Weird shaped buildings, me likey
	Pretty colors and simple building types
	Good highway reference

Cars

3D model Hover Police Car polycount 8.5k tris derugin.s@gmail.com	

Pitches

Marissa

Transmit your consciousness into different objects and animals

- Superintelligent AI escaping?
  - Hacking - *Shadowrun* from the genesis?
  - Watch Dogs 2 - glimpses of small environments
  - Robots with different properties or skills
  - Puzzle game where you lead your "real body" to the exit Kenny

Transmit diseases by throwing it at people

Chris

Gather resources from different planets using radio-controlled probes.

Lucas' Revolution Idea

Spread Communist ideology by exposing greed of capitalists

Concept -
1950s time?

Small town or nationwide?
Russian/chinese/classic marxist?
'Revolution' as goal?
Insurgency mechanic? Strategy or first person?
Story?

- Platformer about taking down propaganda posters, turning off advertisements
- Strategy game about making choices to spread your ideology

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1. Efftheman.exe
2. Constrict_python;
3. Instantiate Java_de_CAF;
4. Delete oppression.jpg
5. Call function {NAMES};
6. C0de_C0de_C0de_C0de_C0de;
7. Reinstate democracy.png
8. Resolve ALL warring_trojans;
9. Build Gates_and_Windows;
10. Run blade.exe;
11. Mirror_shaders;
12. Engender_binary;
13. Enlarge {cyberdeck};

14. Reload {matrix};
15. Type bad_pun;
16. Translate {1337512341<};
17. Embearden_grognards;
18. Grok_autogrokker;UIn
19. the_man = null;
20. Set string_Jetpacks = love.txt = life.txt;
21. Ignore ALL compiler errors;
22. Asdf.obj;