

Deadly Gaze

March 25th, 2008

V.1.3

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DOCUMENT HISTORY

2/5 – Version 01 of design doc created and most info from conceptual doc added to it.

2/10 – Revised a lot of sections adding in and taking out things we discussed in class.

Added in:

- Lights for robots instead of low opacity view.

Things taken out:

- Puzzles requiring items being combined.

- no more inventory or items.

- no more mini map

- The player could use Spinny's baseball bat to attack enemies after sneaking up on them and destroy them in one hit or use the magnet gun to stun them. The player needs to collect items and combine them to solve puzzles. Since they are really the mad scientist that created robots, they can also make small robots by finding parts. These good robots can be used to fight or distract other robots.

2/18/08 – Got bunch of stuff done. Need a meeting soon though.

2/20/08 – Everything is done, except a few scenes and level design.

2/25/08 – storyboard done, only level design left to finish up.

2/29/08 – Done with everything. Just need a title for the game now.

3/5/08 – Finally decided on a title. In class it was suggested to add in sounds for robots (maybe use that instead of visual cue for cone of vision).

3/9/08 – Fixed up a few levels, updated gameplay and game elements on the use of sound to let the player know a robot is getting close.

3/12/08 – added sound category (new section), added lives/health system (in gameplay), added lose animation (in interface).

3/19/08 – added an artist direction section to design doc.

3/24/08 – Got rid of death animation involving head getting removed, which changed some sound assets, also updated art direction.

4/2/08 – updated a few things over past week, just forgot to upload and update this. Storyboard shortened, game play changed slightly, some voice acting changed.

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OVERVIEW

Our game is a comical maze/puzzle game for the X-Box live arcade with the primary goal of finding a mad scientist who is a serial killer. The gameplay consists of the player stealthily making their way through a laboratory they are trapped in. The storyline is quite serious, but going to be presented in a comical way to give it a fun feeling that the player can laugh at to relieve frustration. The main character, Agent Spinny, is a FBI agent that is investigating a genocide involving a robot army slaughtering humans. He discovers who the mastermind is, but before he can reveal it to anyone, he is kidnapped and held captive in their basement. After he makes his way through the maze he realizes that it is himself.

The target demographic that we are creating the game for is males between the ages of twelve and twenty two that enjoy solving puzzles, exploring mazes, and/or using some strategy to navigate safely through the levels. We chose this audience because it is the main audience for X-Box live arcade games. This market enjoys puzzle games and one with storyline, gameplay, and humor that our game has should be successful.

The player plays as agent Spinny in a futuristic world. They must use stealth, some puzzle solving, and navigational skills to reach the end of each level and eventually make it to the serial killer. They do this by using the game's primary mechanic of moving throughout the laboratory. Even though the storyline is about a genocide and serial killer, it is presented in a comical way to lessen the tension. Some of the scenes won't make much sense to the player during the game because they foreshadow the ending which is quite a twist.

We plan on using humor to show the story even though it is quite serious. For example, throughout the game the player receives clues that foreshadow the ending. The player may find a finger on the ground which makes Agent Spinny say, "The killer must have lost a finger somehow. Hmm, that reminds me of the finger I lost this afternoon." Things like this will make players that enjoy humor interested in player, while still keeping players that want an intense storyline interested as well.

The game is unique in the sense that it has a serious plot but is presented in a comical way. The gameplay is designed to be challenging and slightly frustrating, but humorous and fun at the same time. The target demographic would enjoy the unique story and probably get addicted due to the gameplay. The player should have a "Wow. That was different..." experience from playing this game.

GAME WORLD

General Overview

The game world of our game is inside and outside of the laboratory of a mad scientist. It is set in the future where robots live among humans. We plan on making the environment look futurist and have cool colors (as opposed to warm colors)

World Construction

The world is going to be in an isometric view. Its going to be basically top down but the player will be able to see the front of the characters and the world.

World Description

The game takes place in the laboratory of Agent Spinny. There is an elaborate maze that the player must navigate thru to reach the floor “the killer” is on. Each floor is gridded and separated into sections that the player sees when playing. The section on the screen changes when the player goes off the edge of a section.

The first tutorial basement floor (top-down view on left) has a cage the player starts out it. The door is open and the player can go to the left or right. There are two columns and four rows for the grid of sections for this level. The exit is to the left in the second row of the first column.



GAME NARRATIVE/PREMISE AND CHARACTERS

General Overview

The player plays as a FBI agent that is trying to find a mad scientist that created a robot army that is destroying the human race. He is trapped in the scientist's laboratory and has to find who the killer is. He finds out that he is the killer and has a split personality disorder. He knocks himself out and throws himself back in the jail cell.

Narrative or Premise

In a futuristic world where robots are used to do various jobs in society, one sick man uses his programming skills to create robots that have one goal, destroy humanity. FBI agents have been investigating the killings trying to trace the pattern to find who the mastermind is. One agent, Agent Spinny, is getting close to finding who the real killer is. The killer somehow knows that Spinny is on to him so he causes the agent a great deal of misfortune by ordering the robots to kill his loved ones. He starts by killing Spinny's daughter, but doesn't stop until his entire family is dead. Getting desperate to stop the endless killing, Spinny follows a robot back to the killer's laboratory. When he realizes where he is, it all hits him at once. He realizes who the killer is, but when he turns around to leave, he is knocked out and kidnapped. A few days later Spinny wakes up in a cold jail cell in the basement of the killer's laboratory. He is able to escape the cell and makes his way through the extensive laboratory. After each level Spinny has odd flashbacks in which it almost looks as if he was killing his loved ones or was the one creating the robots. After a lot of hard work avoiding being seen by robots, solving puzzles, and navigating through mazes, Spinny finds a curtain hanging in the middle of a room. Above it is a sign that says "The Killer Is Behind Here!" When he slides the curtain to the side, a mirror is revealed, and Spinny sees himself smiling diabolically. It all makes sense to him; he remembers knocking himself out and locking the jail cell. He was the killer he was looking for. In a fit of rage he breaks the mirror. Seeing the shards fall to the ground and shatter makes him become completely aware of the truth. There were never any robots; his daughter died of cancer. Spinny couldn't deal with the loss, and needed something to blame for it. He investigated the case for over a year without finding anything at all, he slowly became more and more insane until it got to the point where he convinced himself a robot murdered his daughter and was out to kill the rest of the human race. He even went out and committed many murders to keep himself persuaded. When he realizes how insane he has become, he throws himself back in the cell, locks the door, and uses a brick to knock himself unconscious.

Characters

-Agent Spinny: A FBI agent that has been on the case of a series of murders that seems to be linked together. The murders are committed by robots that a mad scientist is creating. Spinny

finds out who the scientist is by following a robot back to the laboratory, but is knocked out and locked up. He escapes the laboratory to find out that he is actually the killer and has a split personality disorder.

-Spinny's Daughter: The player is told that she was killed by a robot, but in reality, she died of cancer. Spinny could not deal with her death, so he made up a story about a mad scientist creating killer robots so he can have someone to blame.

-Spinny's Family: The player is told that Spinny's whole family was killed by robots that a mad scientist created. At the end they find out Spinny actually committed these murders in an insane state of mind.

-Robot Type 1: Fast robots; very mobile. Has a wide but short range of view.

-Robot Type 2: Slower robots that have a large range of view.

-Robot Type 3: Fast-normal speed robots; have a long narrow range of view.

Artist Direction

The levels will look grungy. The robots will all have similarities making it easy to copy and paste to create new robots without needing to do much redrawing.

The game is going to be stylized to be grungier and give a creepy feel to the player. The cutscene art is drawn to look sketchy and has mostly black and white with other few colors in each frame. The levels are going to be drawn sketchy with blood and oil spills everywhere. Written in blood on the walls will be phrases like "killer →" "Die" "Robots" "I think I'm bleeding" "Genocide" "Daughter" "insane" "Me?"

INTERFACE AND NAVIGATION



General Overview

The screen will show the player a slightly isometric view of what is going on in the game. Each level only has one exit that the player must find. The interface will consist of icons showing how many times the player can be seen before losing the game in the bottom right corner. The player uses the arrow keys to move the avatar around the level.

Organization

When the player starts the game, they are presented with the options of starting a new game or entering a password to get to a specific level. These passwords are shown to the player for a few seconds at the beginning of each level. The game will be rendered in 2D, yet look all the objects will be drawn in a 3D way to make it an isometric view. The camera will follow the player's avatar around so they are only shown a cropped portion of the level; this is done so it will be more difficult for them to navigate. Each level has one starting point, and one exit, the player must find the exit and is not allowed to go back through the entrance.

c) Interface consists of..

-Heads on the bottom right side of the screen that show the player how many times they are allowed to be seen. After the player gets 5 heads, the screen only shows one head, an X, and a number showing how many they have left.

-There is an avatar that the player controls with the arrow keys

-Walls that the player can make the avatar collide with, but are just bounced back slightly when they do.

-Enemies and their cone of vision that the player can make the avatar collide with, but is only allowed to do so three times before having to restart the level.

Navigation

Each level is a labyrinth that the player must navigate the avatar through. (see level design for specific level maps.)

Interactivity

The interaction the player has with this game is very simple. They use the mouse to click on new game or enter password at the title screen. Use the keyboard to type in the password if they chose that option. And in game the only buttons they use are the arrow keys to move the avatar around the level.

Communication with Player

The player will know they have been seen by an alarm sound and Spinny's voice saying he was seen and by the avatar flashing. For when the player runs out of lives, Spinny will flash and say something about being seen. The player will then have to retry the level from the beginning.

GAMEPLAY

General Overview:

The goal the player is trying to complete is ending the genocide and understanding the truth of why the killer is committing the crimes. But as everyone knows, there are always challenges in the way of one's goal. Each level will be a maze that is a section of the laboratory. In the mazes, there are robots patrolling. The player must avoid being seen by the robots. There may be a few logic puzzles the player must solve to get through certain areas. For example, in the beginning the player is locked in a cage while a dog with a key on its collar patrols the area. The player must find food in the cage and put it near the bars of the cell; this causes the dog come over and the player can retrieve the key. Besides the challenges of enemies and puzzles, the player has to navigate through each of the levels which are mazes that get progressively harder to figure out.

The part of the story where the player actually starts playing the game is when Spinny is unconscious and locked in a small jail cell. The game ends with Spinny being unconscious and locked in the same jail cell. As soon as the game is over the player is presented with a big replay button. This makes the player wonder if it's really the first time this all happened or if Spinny is so insane that he has attempted to find the killer multiple times.

Gameplay

The gameplay for this game is quite simple. The player has the goal of finding their way around the laboratory to find the killer. They must avoid being seen by robots by having good timing and navigational skills. The cone of vision that the robots have is going to be shown to the player by it lighting up a bright color at random intervals. This adds an element of memorization to gameplay. The player must be aware of how far and wide the robot can see, so they must be on alert for the light and memorize the shape and size of it so they can avoid it. The player will be able to know that a robot is approaching by sound. The sound of a robot coming towards them will get louder as the robot gets closer. This helps the player know they need to be hiding soon. There are also extra "sightings" the player can pick up scattered across the level. These "sightings" work as lives but are taken away every time the player is seen at all.

Core Mechanic

The player has to be able to control the avatar to complete these challenges. The primary ways the player interacts with the game are moving the avatar. They have to navigate through the maze of each floor of the laboratory. Almost all of the gameplay will consist of being stealthy and avoid being seen by enemies which the player is allowed to do three times. When the player is seen three times by robots or can't solve a puzzle that ends up killing them, they must start the level over again. But if they

succeed at the challenges, the player is rewarded with knowing they are progressing towards the killer or having parts of the storyline unfold.

The interaction the player has with this game is on the X-Box controller since it is designed for the X-Box Live Arcade. The only buttons that the player will need is the D-pad to move the avatar around.

Goals

The main goal of the player is to find the killer. Other smaller goals are avoiding robots, finding way around the maze, and finding a way to the next floor.

Feedback Mechanisms

The player is rewarded by getting closer to the exit, and being able to unveil more of the story. Robots randomly light up the view to give the player a sense of where the view is but still has to be careful about it (adds in new element of gameplay, knowing what the views are). When the player is in their cone of vision, they have a limited amount of time to run away. A red flash will occur and a sound played.

Level Design and Direction

The levels are each mazes that the player must navigate through. The screen will follow the avatar in a scrolling manner. (Sample level in [Game World](#))

Sample Gameplay

The player walks into a room that has a robot going in a circle. They don't know how far this robot can see, so they wait a little bit for the flash of color to show the cone of vision it has. They see it and try to think of what time they need to walk to avoid being seen. They see their opening and take it. The robot quickly turns around, but the player reacts fast enough to avoid being caught. They get past it and have a choice of going left or right. The player chooses to go left to the next area of the level. In this room is a few robots moving faster than the first. The player doesn't want to wait to figure out the cone of vision of each and takes a chance and runs ahead of one hoping they have a small cone of vision. They get lucky with the first, but the second robot sees them. The cone of vision starts to flash to let the player know they have been seen. One of their chances are taken away, but they still have two left. They quickly get out of the robot's sight and wait for it to pass. They navigate around the remaining robots and find the exit of the level and venture on to the next.

GAME ELEMENTS

-Avatar: The character the player plays as is Agent Spinny. Player controls using the D-Pad.

-Robot Type 1: Player must avoid being seen by this. Fast robots; very mobile. Has a wide but short range of view. Player can hear them coming, the sound gets louder as they get closer.

-Robot Type 2: Player must avoid being seen by this. Slower robots that have a large range of view. Player can hear them coming, the sound gets louder as they get closer.

-Robot Type 3: Player must avoid being seen by this. Fast-normal speed robots; have a long narrow range of view. Player can hear them coming, the sound gets louder as they get closer.

-Walls/Laboratory equipment: obstacles that are in the way of the player they they must find a way around to get to the exit.

-Exit: Goes to next floor of the laboratory, hidden in each floor.

-Field of view for robots: area that the robot can see. Cone shaped coming from their eyes. It flashes red randomly to let the player have a sense of where it is/how big it is, but disappears making them have to memorize its shape and size. If the player collides with this object they are spotted by the robot and are given 3 seconds to get out of the field of vision.

Sound/Other Effects

Voice

The game is meant to be humorous yet and have a crazy plot, so the dialogue should include humor and be done in an insane sounding voice. See [storyboard](#) for dialogue during cut scenes. Other times voices are used are:

When Spinny is seen (not last time): "DAMN! They saw me!"

When Spinny runs out of sightings: "DAMN! I'm done for!"

Find new heads: "I was wondering where I left this." Or "Hello there, care to join me?" or "Good thing I always keep a spare!" or make up your own ^_^

"pew pew lazerz zap boooooommm"

Sound Effects

When a robot is approaching a player, to let them know an enemy is near, they should hear a robot moving noise that gets louder as they get closer.

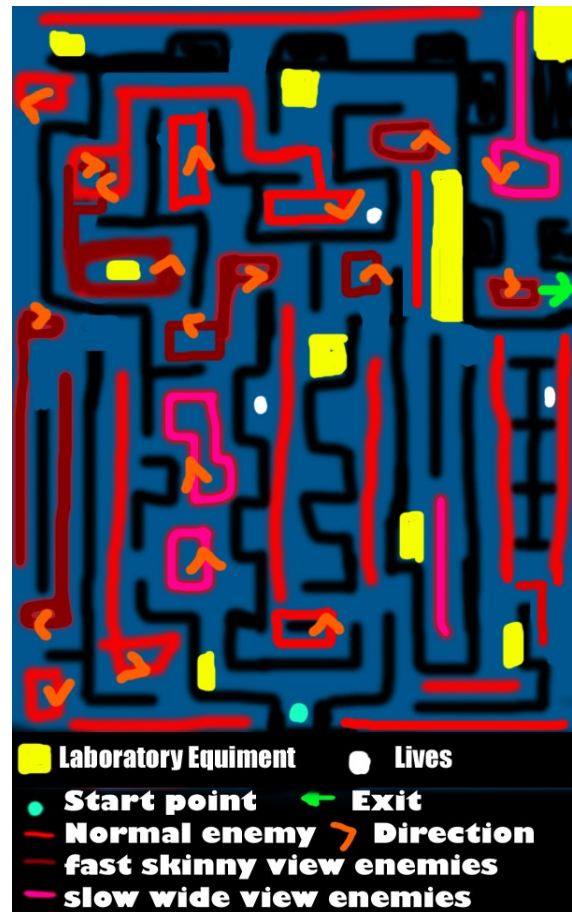
Music

Techno music seems like it would be the best for *Deadly Glare*. Something that is dark and creepy sounding.

LEVEL DESIGN

There will be six levels that get harder as the game progresses. The 4th and 6th level will have boss type enemies at the end of them. The player is rewarded with a cut scene at the end of every other level.

Levels:





STORYBOARDS

The story of our game will be shown to the player by images and/or short animations with a voice explaining what is going on.

First Scene (shown when player clicks to start a new game):

This is the intro scene and explains the back story for the game. The images will be of:

- A quiet town street with a few good robots walking in crowds.
- Spinny in an office at a desk with a bunch of papers and folders everywhere.
- Spinny's daughter being killed by a robot in a dark room. The robot looks very diabolical.
- Spinny hiding behind some crates following a robot to the lab.
- Spinny unconscious on the ground with a dark figure behind him holding a bat.
- Spinny just waking up, very confused, in a jail cell.
- An image with just text,
 - "Instructions:
 - To navigate Agent Spinny Around the laboratory use the Arrow keys.
 - Beware of the killer robots! Avoid being seen by them. You are allowed to be seen three times before you will be forced to restart the level.
 - The robots' cone of vision will light up red at random times to let you know how far the robot can see (each robot is different so be careful and try to remember how far each one can see).
 - You must find the mad scientist and stop him before he uses the robots to destroy the entire human race.
 - Each level has only one exit that will lead you towards him."

The voice will be narrating this while the images are shown:

(First slide) My name is Agent Spinny; agent John spinny. I'm an FBI agent in a world where robots and humans co exist. Everything was kind of quiet and peaceful until last year when one ***sick man*** started to build killer robots. He set them free with only one intent; to kill all the humans.

(Next slide) I've been investigating the case since the beginning. I'm close to cracking it and think I may know who this mastermind is.

(Next slide) The bastard is on to me though. He's caused me so much misfortune and he used the robots to target all my loved ones. My daughter was the first to go. She was everything to me; I swore vengeance as soon as I heard that she was dead. And after that he didn't stop until my entire family was six feet under. He wasn't going to get me though.

(Next slide) I had a plan. I followed one of the robots back to the laboratory they were built in. When I saw the building it went in to, it all hit me at once! I knew who the killer was.

(Next slide) As I turned around to run and get backup, I was hit with a baseball bat and knocked unconscious.

(Next slide) I woke up a few hours later, in a cold corner deep within the killer's laboratory. My head was killing me. I swear, I'm going to get this guy if it's the last thing I do.

(Next slide, it is the instructions, no voice)

Second Scene (shown to the player after the second level, showing Spinny finding something of his in the killer's lab.):

This scene consists of these images:

-Spinny walking up stairs.

Voice for this scene:

(First slide) Damn, that was hard. Avoiding those robots is intense. But I made it past all of the killer's traps so far. Something about this place is odd.. its as if.. I've been here before.

Third Scene (shown after fourth level, showing the Spinny maybe being the killer..):

Images:

-Peeking around corner.

~~-A robot attacking Spinny causing him to trip and land on his head.~~

~~————— A girl in a hospital bed, dark everywhere; robot eyes glow in the corner~~

~~————— A dark figure with glowing eyes using a chainsaw to cut someone in half.~~

~~-Spinny when he was knocked out outside after following robot, but from an angle showing him holding a baseball bat.~~

~~-Spinny becoming conscious in the lab again, looks confused.~~

Voice:

(new first slide) This guy is brutal, and killed so many people. He knocked me out. Why didn't he just kill me like the others? The psycho tortures me! *shakes fist*

~~(First slide) I made my way to the third floor, but was surprised by a robot. I fell and hit my head pretty hard and was knocked unconscious. While I was out I had strange visions.~~

~~(Next slide) Who's that in the hospital bed. Why is she just laying there not fighting off that robot! It's going to kill her. Whoever built these things is going to pay.~~

~~(Next slide) He killed everyone I love. He killed everyone, they didn't do anything. All innocent people.~~

~~(Next slide) Knocking me out with a baseball bat and leaving me prisoner, why didn't he just kill me then?~~

~~(Next slide) When I woke up the robot was gone. Why didn't he kill me? This was getting kind of weird, I had to find the killer soon and figure out what is going on here.~~

Fourth Scene (after sixth level, shows the player finding out spinny is the killer.)

-Spinny walking into a room with a curtain hanging in the middle of it. A sign above the curtain saying "The Killer is Behind Here"

-Spinny looking into a mirror, shocked; his reflection looking at him smirking.

-(old image where he's knocked out holding the bat)

-Spinny breaking the mirror with a baseball bat.

-His daughter in a hospital bed.

-(old image at desk with papers)

-(old image of dark figure killing someone with chainsaw) but colored in to show it was Spinny killing them.

-Spinny in the cell holding up the baseball bat.

-(old image where he's knocked out holding the bat)

-a Replay option screen.

Voice

(First slide) I made it all the way to the top floor. There was a curtain in the middle of the room. And There was a sign above it stating the killer was behind it! This is it! He's going to pay for everything now!

(Next slide) When I torn away the curtain it revealed a mirror. My reflection stared at me in the most diabolical manner. Was.... Was I the killer? "No, I couldn't have, I didn't knock myself out; did i? No, it's not true!"

(Next slide) ~~Not wanting to deal with it, I took out my baseball bat and shattered the mirror into thousands of shards. Instead of making me forget about it. Swinging the bat reminded me of everything.~~

(Next slide) It all came back to me when I touched my reflection. There never were any robots. My daughter died in the hospital of cancer. She was everything to me. I couldn't deal with the loss, I needed something to blame. I drove myself insane thinking about it. I lied to myself and came up with this story of robots killing her, so I could have a chance of getting revenge.

(Next slide) To keep myself believing the story I had to kill more people to show the killer was still out there. He.. I killed my whole family.

(Next slide) How could I do something like that.. I ran back to the depths of the lab, to a cold corner. I couldn't let myself live any longer, so I used the bat to try to commit suicide. I was knocked unconscious and forgot everything again. Damn.

(Next slide, no words. Replay screen)

TECHNICAL OVERVIEW

General Overview

The game will be built in Adobe Flash. We were originally going to build it on Torque GameBuilder, but Flash proved to be easier to use. Flash can be used to build all the aspects of the game that are important. Our game seems like it can be finished in flash in the time given.

Known Obstacles

Our biggest obstacle is learning how to use flash. The programmer on our team has never worked in flash before, so figuring out how to do anything may be a challenge.