

UFOH NO! DESIGN DOCUMENT VERSION 0.5 JUNE 7, 2010

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VERSION HISTORY

Version 0.1 – April 28, 2010

- First version of the document. Template based on link noted in "Links" section
- Initial population of design document sections. All information is based on brainstorming group sessions.

Version 0.2 – May 5, 2010

- Changed to the amount of rooms in each level to six, as well as 2 playable levels in the demo.
- No longer have the end of the game when the user finds the shuttle. That will be for a full version of the game.
- Added scale.
- Included concept sketches for the hero and aliens.
- Included a sample level design.

Version 0.3 – May 10, 2010

- Added detail about Wall types in Objects.
- Added Adventure (Atari 2600) as a Top Performer.
- Added detail about specific button choices in Controls.
- Added detail about the single player game.
- Added level design section.

Version 0.4 – May 19, 2010

- Added user interface for life (heart) system and key system.
- Added most of the graphics (hero, aliens, walls, blocks, hearts, keys).
- Added puzzles for most rooms.
- Implemented an XML grid system and parser for block, hero, alien and key placement.
- Added a RoomSet class which manages all rooms for a specific level.
- Tried to add a laser class, but not functional yet.
- Created 6 different types of aliens (vertical, horizontal, random, sleeping, free-floating and point-patrolling).

- Added a splash screen and transition screens for transitioning between levels.
- Updated the blocks, keys and doors so that they fit the grid and interact well together.
- Removed optional timed mode for now.
- Removed the ability to gain extra hearts for now.

Version 0.5 – June 7, 2010

- Added audio (cues and background).
- Added additional levels (3 levels in total), a tutorial and a Kelvin mode.
- Added dialogue boxes to create a story during game play.
- Many changes to alien, hero, block and wall interactions.
- Added sprite animations for the hero and aliens (not homing alien).
- Changed the background to something more aesthetically pleasing (and less confusing).
- Laser is functional but limited to how it can be used (horizontal and vertical only). Not being used in the game currently.
- Added a paused screen which displays the controller map and pauses gameplay.
- Added a blinking (strobe effect) to the aliens when resuming patrol/chase after being stunned.
- Added a blinking (strobe effect) to the hero to illustrate invulnerability.
- Added a "death message" indicating that all lives were lost.
- Changed the look and feel of the UI (hearts, keys, etc.)
- Added a stun graphic to the aliens to make it clearer that they are in fact stunned.
- Added a room reset ability. Press Y to reset the current room.
- Added more splash screens for transitions.
- Added textures to the tutorial story elements.
- Developed a Scrolling Transition Framework but it's not functional at this point.
- Removed the scoring mode from the game for now.
- Added credits for music used.
- Added story and level design elements for item placement.

GAME OVERVIEW

Game logline

UFOh No! is a strategic puzzle adventure game where a hero has been abducted by aliens and must now escape from the UFO.

Gameplay synopsis

UFOh No! is a top down puzzle adventure game where our hero must make his way through multiple rooms and levels of a UFO in search of the final exit. The hero will interact with various room elements, such as aliens and movable blocks, to open up new

passageways to the next room and level. This is a non-serious, fun style of game play with no violence.

GAME DETAILS

Description

UFOh No! is a top down strategy game where the hero must escape an alien UFO spacecraft after being abducted by aliens. The hero will be able to move around the screen using the left thumbstick of the controller and interact with the various elements on the screen. There are objects on the screen that must be moved and manipulated before the hero can advance to the next area of the UFO.

Throughout our hero's search for the exit, there are various aliens that must be avoided. If detected, the aliens will attempt to recapture the hero. The hero will start out with three hearts. ~~with each new level providing the hero an opportunity to gain an additional heart.~~ Whenever there is a collision with an alien, the hero will lose a heart. When all hearts are lost, the hero will be captured and moved back to the start of the level. The hero will be able to protect himself from the aliens with a stun gun that is found early on in his adventure. This will put the alien to sleep, allowing the hero to bypass the alien without being captured or hurt.

There are multiple rooms in each level. Each room has its own unique position of elements that must be manipulated. The hero can move from room to room, as well as going back to previous rooms. This will be a key aspect to some levels, where manipulating elements in one room will open up new passageways in another room. ~~The hero will complete the game by finding the final escape shuttle that will bring the hero back to Earth.~~

Game genre?

UFOh No! is a puzzle adventure game.

Is this single-player or multiplayer game?

UFOh No! is a single player game.

Is this 2D or 3D?

UFOh No! is a 2D game.

Where does the game take place? (world)

UFOh No! takes place on a UFO spacecraft after a recent abduction. The spacecraft has multiple rooms, and the setting is more futuristic.

What do I control? How many characters? Can I use vehicles?

There is a single hero that can be moved around the world through the left thumbstick of the controller. There are no vehicles in this game except for the final level (which will not be implemented in the game demo), where the hero finds an escape pod that will allow him to exit the UFO.

What is the main focus?

The main focus of UFOh No! is to maneuver the hero throughout the UFO, solving puzzles and avoiding aliens in an attempt to escape from the spaceship. The game will rely on elements of puzzle solving and stealth as the hero moves from room to room.

How long the game lasts? Or how long game matches last?

This game demo will consist of ~~four~~ six rooms that make up a single level of the game. The game will last until the hero reaches and unlocks the final room door to the next level. There will be two levels in the demo.

Comparison

UFOh No! is similar to Lolo, Zelda, and Adventure. All three games utilize the same top down view, where the hero must solve puzzles to complete the level or dungeon. UFOh No! is different by incorporating non-violent and a unique alien adventure aspects to the game.

What is unique?

The combination of a top down puzzle adventure coupled with the UFO setting make UFOh No! a unique game in the puzzle adventure market.

Why create this game?

The reason why Team.Awsome(Cool, Spectacular) has decided to create this game is because we wanted to create a type of game that we will enjoy, and hope others who enjoy puzzle adventure games will to. We feel that the futuristic nature of this game will allow for an enjoyable experience for anyone who plays it.

AUDIENCE, PLATFORM, AND MARKETING

Target Audience

UFOh No! is targeting gamers who enjoy non-violent puzzle adventure games.

Platform

There are many reasons why people would buy this game. The main reason is that it provides an intellectually stimulating game that will be fun to play. For casual gamers, this will be an easy game to pick up and play for short periods of time. And for hard-core gamers, they will be able to challenge themselves by an additional timed feature. They will be able to try and get their best time through a level or through the game.

Top Performers

Zelda

Lolo

Adventure (Atari 2600)

Feature comparison

~~UFOh No! has a time factor, where the faster you complete the level, the better your score will be, while comparable games do not.~~

Similar to Zelda, our hero will have a set amount of hearts (the hero's life), and when the hearts are depleted by taking damage from the aliens, he will be knocked unconscious and taken back to the beginning of the level.

Similar to the Lolo adventure series, the hero must maneuver around a maze of blocks and aliens, strategically moving the blocks to reach his goal, yet like Zelda, the hero must collect keys to be able to open doors to move on.

FEATURE SET

General features

UFOh No! will include features such as obtainable items (keys, ~~hearts~~), AI enemies (aliens), a stun gun for the hero's defense, both moveable and stationary blocks. ~~as well as an optional timed mode.~~

THE GAME WORLD

Overview

The game world of UFOH No! consists of a series of ~~four~~ six rooms that make up each level. In each room, both moveable and stationary blocks form a puzzle to be solved. A key will be located in each room that must be used to unlock doors. ~~Hearts will be available for pickup by the hero, granting them with additional health.~~

Key locations

Locations of keys, ~~hearts~~ and doors will be visible to the player from the time they enter a room. This will allow them to plan their moves from room to room.

Travel

The hero is controlled by the left thumbstick of the controller. The hero will be unable to pass through blocks or doors that have not been unlocked via the key.

Scale

The view will be somewhat of a small scale. You will be able to see the entire contents of the room on one screen.

Objects

All levels will contain keys, ~~hearts~~, moveable and immovable walls, enemies (aliens), and doors.

Walls are particularly important and there are several different types. There are immovable blocking walls. There are moving walls that move once (typically one space) and then slide into place. Finally, there are free moving walls that can be moved by holding down the "X" key and moving the thumbstick.

Time

UFOh No! is set in the current time period.

CAMERA

Overview

The camera will be a top down view showing a single room at a time. When the hero changes rooms, the camera will move to show that particular room. Therefore, whatever room the hero is in is the room that will be shown by the camera.

GAME CHARACTERS

Overview

UFOh No! has two game characters: the hero and the aliens. The hero must avoid the aliens at all cost in order to escape the UFO and return to Earth.

Character creation

All characters will be created at the start of the game. The hero will be under user control via the left thumbstick. The hero will be able to stun the aliens with the stun gun in order to pass by them.

Enemies and monsters

The aliens will be on a patrol route and will detect the hero if it gets too close and begin chasing. The aliens can be stunned by the hero's stun gun if hit in which case they will stop patrolling for a short time and then resume their normal patrol route once the effect of the stun gun wears off.

USER INTERFACE

Overview

The controls are, in general, quite simple. There is the thumbstick control for movement of the hero. There is a button (the "X" Button) for environmental interaction (the pushing, pulling, and other interactions). There is a second button (the "A" button) for the use of items such as the stun-gun. A third button (the "Y" button) will reset the current room so that the user can try to solve the puzzle again should they get stuck.

OBJECTS

Overview

There are several objects in UFOh No! including keys, ~~hearts~~ and a stun gun.

Weapons

The stun gun will be provided to the hero in the first room of the game. Additional ammo may or may not be available for pickup depending on the room.

Items

~~Hearts will be able to be picked up and will provide the hero with additional health.~~

Equipment

Keys will be picked up and used by the hero to unlock doors to advance through the level.

MUSIC AND SOUNDS EFFECTS

Overview

The sound will be somewhat futuristic sounding, likely from a synthesizer.

ART

What kind of style will be used in the game?

The artistic style of this game will be cartoon. Since the emphasis is on the puzzle aspect of game play, realistic graphics are not necessary.

Needed building models

UFOh No! will require eight four different viewpoints of each character in the game. Each viewpoint will be a moving sprite. There will be a set of textures for the hero, as well as a few alien textures.

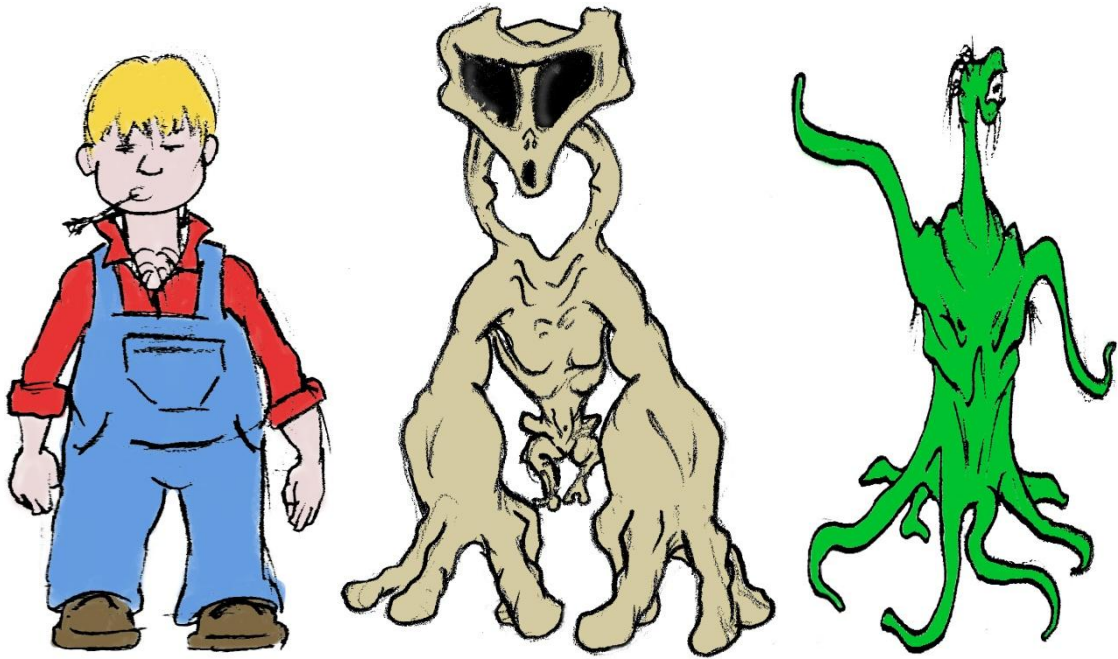
There will need to be models built for the items that the hero will interact with, namely the blocks that will be moved around to unlock or open up parts of the room.





Scenery models


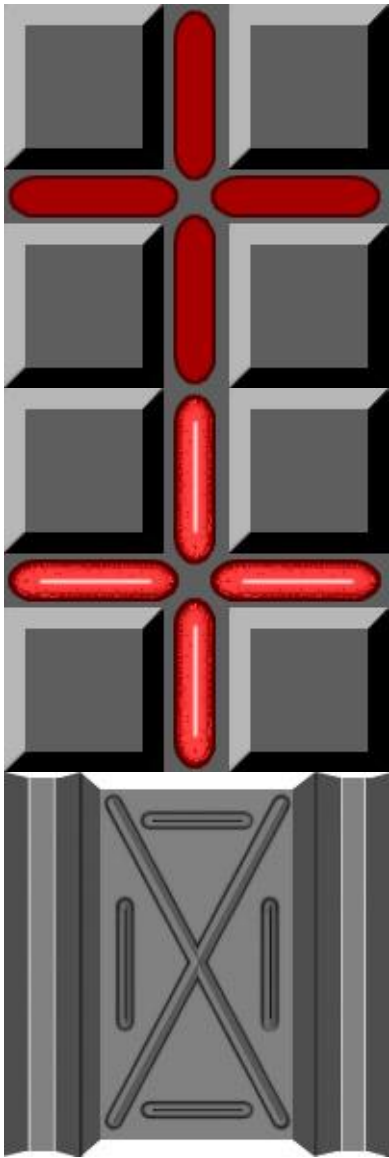
The scenery models will be the movable blocks and barriers that are positioned in the room to prevent the hero from reaching certain areas. Some of these elements the hero will be able to move which will allow the hero to progress.

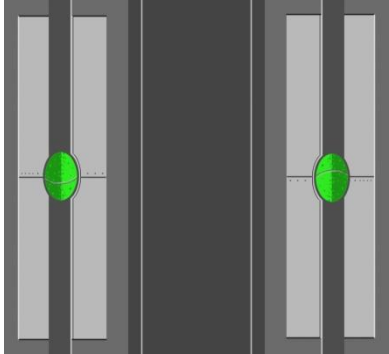
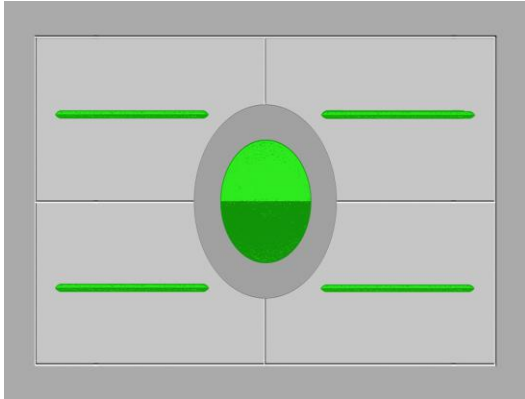

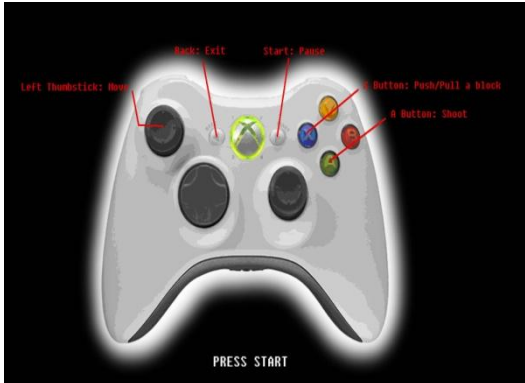
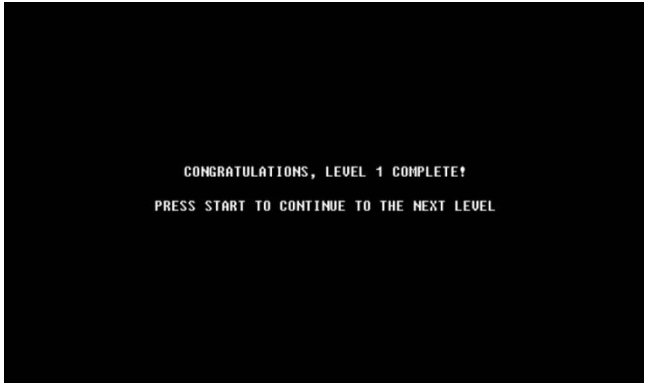
Character models

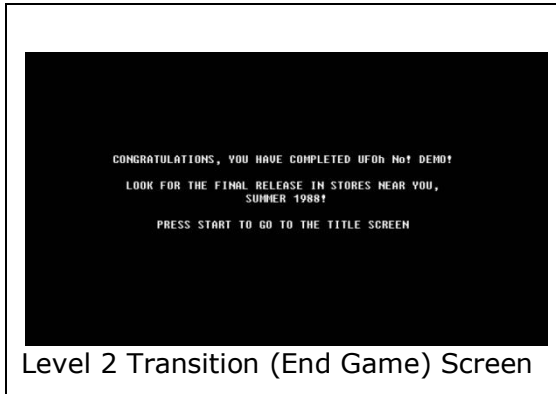
There will be multiple sprite textures for the hero, as well as the aliens. Each character will have eight different view textures. A few concept sketches are included below.



	<p>Description: This is the user controlled hero.</p>	<p>Behavior: The hero can move in any direction and interact with any object uniquely. The hero can be killed by losing all of his lives.</p>
	<p>Description: This is the free-floating and point-patrolling alien.</p>	<p>Behavior: This alien will move around the room, not inhibited by blocks. It will chase the hero if he gets too close and resumes patrolling upon exiting the chase.</p>
	<p>Description: This is the horizontal, vertical, random and sleeping alien.</p>	<p>Behavior: A horizontal or vertical alien will move left/right or up/down respectively. A random alien changes its direction at random intervals. A sleeping alien starts in a non-moving state and upon contact with the hero becomes a random alien. All of these aliens are inhibited by walls and blocks.</p>
	<p>Description: These represent the lives of the hero. The left is a full heart indicating the hero can lose that particular life. The right is an empty heart indicating that the hero has been damaged.</p>	<p>Behavior: The heart transitions from full to empty when the hero gets hurt or takes damage. When all hearts are empty, the hero is dead.</p>

	<p>Description: This is the key used to open locked doors.</p>	<p>Behavior: The key is collected by the hero walking over it. The key is then consumed when the hero tries to go through a locked door.</p>
	<p>Description: These are the blocks. The top serves as a stationary and/or restricted block. The bottom is a movable block.</p>	<p>Behavior: A stationary block cannot be moved in any direction. A restricted block may move 1 tile length in a single direction. It then becomes a stationary block and cannot be moved again. A restricted block that has become stationary has lit red lights (center). A movable block can be pushed/pulled by the hero in any direction around a single room. Blocks cannot be moved into another room.</p>

	<p>Description: This is a door. The hero cannot pass through it unless he has a key to unlock it.</p>	<p>Behavior: Prohibits the hero from passing through unless the hero has a key to unlock it. Once unlocked, it disappears.</p>
 <p>Background</p>	 <p>Title Screen</p>	
 <p>Controls</p>	 <p>Level 1 Transition Screen</p>	

**Particle effects**

There will be a small number of particle effects as the hero shoots his tranquilizer gun.

SINGLE-PLAYER GAME

Overview

The object of UFOh No! is for the abducted hero to escape the alien UFO and return safely to Earth by progressing through various levels

of the spaceship.

Details

~~Four~~ Six rooms will comprise a single level and the hero must navigate through each of those ~~four~~ six rooms to complete the level. Keys will be used to unlock the doors between rooms.

The navigation entails a series of puzzles involving sliding blocks in the correct pattern to access these keys. Along the way, aliens will be patrolling. The hero will need to either deal with these by avoiding them, using a stun gun/tranquilizer/tazer to incapacitate them, or using blocks to impede their movement.

Story

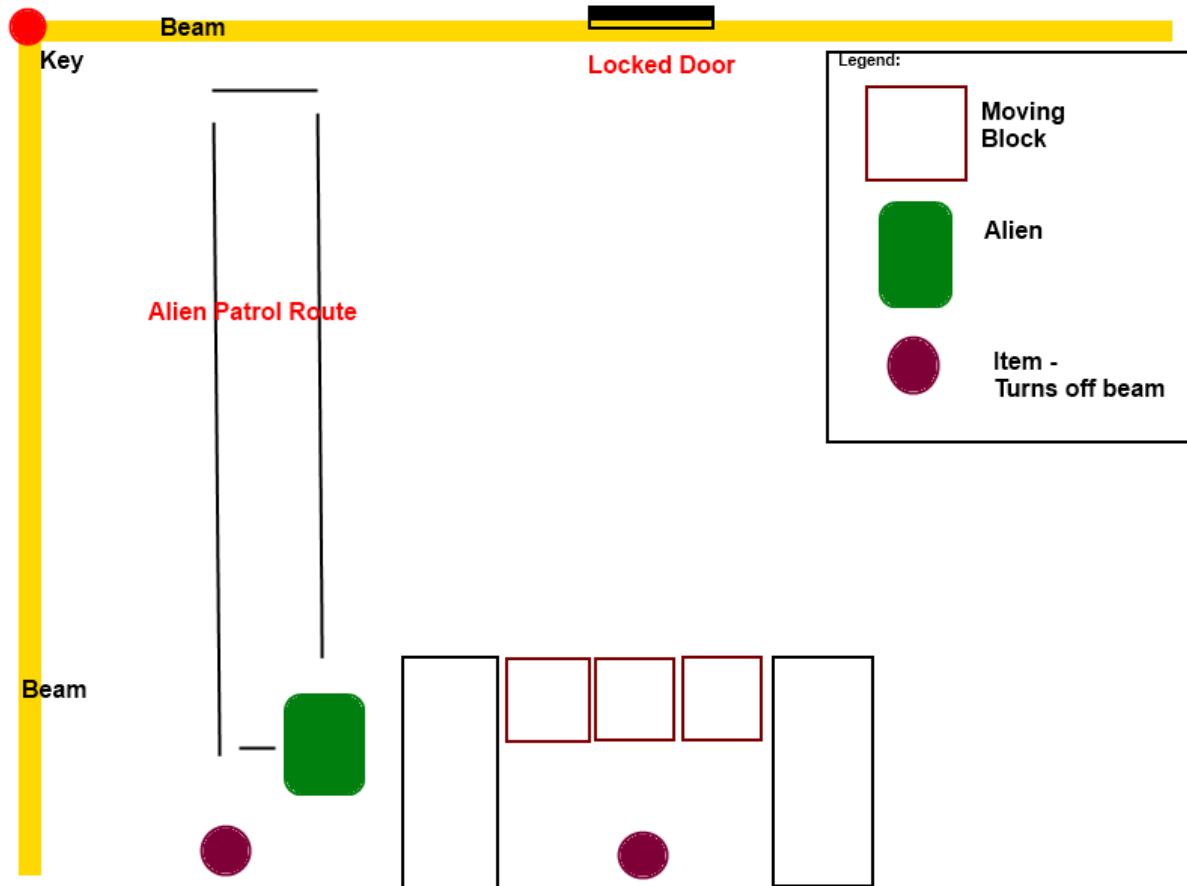
The hero has been abducted by aliens and is now aboard their spaceship being tested on (no details will be provided about how this testing occurs for the purpose of maintaining the hero's sense of pride). The hero awakes after one of the dignity damaging tests and attempts to escape the UFO. Challenges will present themselves along the hero's path to freedom and the hero must survive if he ever wants to see Earth again.

Victory conditions

The hero must reach the final door of the final level of the game which will be the exit of the UFO. This will allow the hero to return to Earth and ultimately be victorious. The hero must reach the final door in level ≥ 3 to complete the demo.

Level Design

Following is an early level design concept:



Story Elements

Font used: 28pt System

Bubble type and standard X/Y coordinates for thought bubble:

- Start: Type = Left bubble, X = 3, Y = 6
- Enter from right: Type = Right bubble, X = 12, Y = 6
- Enter from below: Type = Right bubble, X = 5, Y = 1
- Enter from below (alternative): Type = Left bubble, X = 9, Y = 1
- Enter from left: Undefined
- Enter from above: Type = Inverted bubble (left), X = 9, Y = 6

Level Design

Room coordinates: X min = 0, max = 14, Y min = 0, max = 7

Room dimensions: 15 wide by 8 high

Doors going up or down typically occupy X = 6 and X = 7

Doors going left or right typically occupy Y = 3 and Y = 4

RESOURCES & LINKS

Links to related resources

Design document based on this template:

[HTTP://FORUMS.XNA.COM/FORUMS/T/229.ASPX](http://FORUMS.XNA.COM/FORUMS/T/229.ASPX)

[HTTP://INDIEPATH.COM/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC](http://INDIEPATH.COM/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC)

A few sections of the document are based on the design template in this book:

Fullerton, Tracy. Game Design Workshop, 2nd Edition: Elsevier Inc, 2008.

The audio credits:

Music for game used via Creative Commons license

- Track Level1_OxySilence is Silence the Melody by Oxyenstar
- Track Level2_OxyDowntown is Downtown Roundabout by Oxygenstar both are available at the artist's site at <http://oxygenstarpower.com/>
- Track Level3_FailTristan is Tristan Live by Failotron it is available at <http://chipmusic.org/failotron/music/tristan-live>
- Track EndCred_NesCallMeAI is You Can Call Me AI by Nestrogen it is available at [http://8bc.org/music/Nestrogen/You+Can+Call+Me+AI+\(Paul+Simon+cover\)/](http://8bc.org/music/Nestrogen/You+Can+Call+Me+AI+(Paul+Simon+cover)/)
- Audio for the game created using the brilliant sfxr tool programed by Tomas Pettersson, a student at Linköpings Tekniska Högskola in southern Sweden. The tool was kindly provided free via his website at http://www.drpetter.se/project_sfxr.html.

