

FARMAGEDDON

DESIGN DOCUMENT

VERSION 0.6

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Milky Way Productions

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Index

Version History.....	4
Version 0.1 – April 28, 2011	4
Version 0.2 – May 4, 2011	4
Version 0.3 – May 12, 2011	4
1. Overview	5

1.1 Game Logline	6
1.2 Game Synopsis.....	6
1.3 Story	6
1.4 What is unique?	7
1.5 What does the player control?	7
1.6 Location	7
1.7 Goal	7
2. Core Game play	7
2.1 Game Subsystems.....	7
2.2 Avatar	8
2.2.1 Overview.....	8
2.3 Controls	9
Basic Controls	9
Advanced Controls.....	9
3.Environment.....	10
3.1 Components	10
3.1.1 Cows	10
3.1.2 Farmer w/ Shotgun Flashlight.....	11
3.1.3 Police w/ Pistol & Radio Spotlight.....	11
3.1.4 Federal Agents	11
3.1.5 Men In Black	12
3.1.6 Tanks	12
3.1.7 Destructible Structures.....	13
3.1.8 Background image.....	13
4. Structure	13
5. Resources	15
5.1 Sound Effects	15
5.2 Public Domain Images.....	16
5.3 Private Art Work	16
6. Target Audience	16

Version History

Version 0.1 – April 28, 2011

- Created initial document.

Version 0.2 – May 4, 2011

- Updated Document
 - Added information to Overview
 - Expanded all Core game play to include concept art and statistics.
 - Added Story content
 - Added images
 - UFO
 - Cows (Brown, White, and Pink)
 - Gold Cow
 - Upgrade Icons
 - Game World (Size relation)
 - Farmer
 - Man in Black
 - Tank
 - Police
 - Destructible Environment
 - Public Domain Art Sources
 - Updated content of Target Audience

Version 0.3 – May 12, 2011

- Updated Document
- Added new scale image with updated farm graphic
- Removed the Cloak/Cloud hide for time purposes
- Added background image for in game
- Updated Open source section with new background image details.

Version 0.4 – May 19, 2011

Updated Document

Updated image for Farmer

Added Image for KO'd farmer

Updated image for Police

Removed MIB and Tanks from implementation plans

Crossed off image links that we are not using.

Updated controls

Added in game weapon upgrades

Menu access

Changed movement control

Added sound effects

Barn_destroy_sfx

Bovine

Cowmoo-0x

Crispy

Im_a_cow

Moo_trail

Moo4

SpaceCows

U_kill_that_barn

Udder_chaos

UFO_moveloop

Weapon_fire

Xtra_crispy

Version 0.4 – May 26, 2011

- Update document
 - Added updated images for Cows.
 - Added updated image for Environment.
 - Added all stages of the new graphic for the Farm.
 - Added section for HUD
 - Added Radar
 - Added Fuel gauge
 - Added Cow counters
 - Added Overlays
 - Added Upgrade your weapons
 - Added Out of Ammo

Version 0.5 – June 7, 2011

- Updated document
 - Added new splash screens
 - TBUpgrade
 - TBFullyUpgraded
 - BZUpgrade
 - BZFullyUpgraded
 - Golden Cow has spawned
 - Added new Farmageddon Logo

1. Overview

1.1 Game Logline

Players will pilot a UFO and attempt to abduct all cows while limiting interactions with human NPC's. ~~steal all the golden cows in each level while avoiding human contact.~~

1.2 Game Synopsis

Farmageddon is a single-player 2D action shooter. Players control a UFO that flies around a planet on a two-dimensional plane, with the ability to abduct cows that are within the UFO's line of sight. Abducted cows are in turn used as resources to fuel cow related upgrades to the UFO's weaponry, which is used to defend against the human farmer's hell bent on stopping your abduction spree.

1.3 Story

In Farmageddon, the player pilots an Unidentified Flying Object (or UFO). You have just arrived planet side in response to a distress signal from a historic scout ship that crash landed some 64 local years prior while it was first scouting out this planet. Travelling all this way has depleted the UFO's fuel supplies and it now needs to carefully manage its cow resources to ensure it can keep flying and defend itself from an ever increasing scale of human response.

The player will abduct cows to use as source material for creating fantastic cow related weaponry. However, the player must be careful to not overspend because this UFO is fueled by Methane, an abundant resource that can be harvested only from living cows. The UFO will gain a small amount of Methane automatically; this amount is in relation to the number of cows currently being held by the UFO. If all cows are used for upgrading weapons than no Methane will be produced, causing the UFO to run out of fuel and crash.

Long ago a scout ship surveyed this planet to determine what resources were available. During this scouting mission the ship discovered a previously unknown material that was rather abundant near large groupings of spotted quadrupeds. This substance was later identified as Methane. While experimenting with Methane the scout ship discovered it was an excellent combustible and that it could be used for a fuel source. Upon first attempting to use Methane as a fuel source, the scout ships engines unexpectedly went into overdrive causing the ship to uncontrollably rocket through the atmosphere, crashing soon after in a remote area. Just before life support systems failed the alien inside the scout ship was able to transmit his findings back to its home world located in the constellation Sagittarius.

Upon receipt of this transmission, the home world began to arrange for a new scouting mission. Using their advanced technology to develop a propulsion system that would better integrate Methane as a fuel source, they launched their new craft.

Upon arriving at the new world the player takes control of the craft and begins its cow'tastic shenanigans.

1.4 What is unique?

Shooting things at other things is not a new concept, but the idea of vacuuming “ammo” and using it to power your weapons has not been done. Then turning around and using cows to destroy buildings or launch at humans is rather unique.

1.5 What does the player control?

Player controls a UFO flying around the planet while abducting cows to fuel many optional upgrades to the UFO’s weapon system. Each weapon has alternative controls to how it interacts with the game world.

1.6 Location

Farmageddon takes place on an Earth-like planet containing many cows and humanoids.

1.7 Goal

In Farmageddon you must survive all human interactions while attempting to abduct all the cows on the level, to cause the golden cow to appear. Finding and abducting the golden cow will end the level.

2. Core Game play

2.1 Game Subsystems

Avatar

- The UFO
- ~~Three UFO’s (Lives)~~

Target

- Brown Cows
- Pink Cows
- White Cows
- Golden Cow
- ~~Fool’s Gold Cow~~
- ~~Rainbow Cow (1 up)~~

Enemy

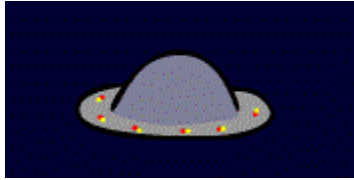
- Farmers
- ~~Police~~
- ~~Federal Agents~~
- ~~Men in Black~~
- ~~Tanks~~

Scoring system

- Speed through level
- Number of Cows obtained
- Numbers of structures destroyed

- Number of Golden Cows found

2.2 Avatar



In Farmageddon you are a UFO from a distant land that is trying to abduct cows to fuel your ship and provide the needed resources for upgrading your weapons.

Health:

2.2.1 Overview

The player controls a UFO and tries to abduct all the cows in the current level. The player's abilities are as follows:

- Move (Fly)
- Abduct Cow (Tractor Beam)
- Use Alternative Weapon (Multiple choices)
- Produce Resources (removes cows in beam and creates resources)
- Cloud Hide (Unit hides behind a cloud)
- ~~Cloak (Invisible)~~

2.2.2 Avatar Upgrade Feature

The player can purchase upgrade part to enhance their UFO's ability by using various resources. The resources come from the collection and then processing of the cows that are being abducted. Upgrades can be purchased between levels and are dependent upon what resources you have collected.



Potential Upgrade Resources:

- Beef – It's what's for dinner
- Bone – Every Cow has them
- Methane – Everyone needs a little more gas

Potential Upgrades:

Body:

- Movement Speed
- Rotation Speed
- ~~Cloud Hide~~

- ~~Cloak~~
- Abduction Beam:
 - Abduction Distance
 - Abduction Speed
 - Move while Abducting
- Additional Weapons:
 - ~~The Wrecking Bull~~
 - Bullzooka
 - ~~Cow'makazi~~
 - ~~CUD Missile~~
 - ~~Moo'clear Missile~~

2.3 Controls

Basic Controls

Left-Thumb Stick:	Move
Right- Thumb Stick:	Moves Beam/ targeting reticule
Start Button:	Pause and load menu
Back Button:	Exit the game
D-Pad Up:	Upgrade current weapon (if capable)
Button X:	None
Button Y:	Cloud Hide Cloak
Button A:	None
Button B:	None

Advanced Controls

Left Trigger:	Use Weapon
Right Trigger:	Use Weapon / Tractor Beam
Left Bumper:	Toggle weapon options left
Right Bumper:	Toggle weapon options right

3.Environment



Above is the game world with the player UFO in flight.

3.1 Components

3.1.1 Cows



White Cow:

By far the most common type of cow located on the planet surface, this cow offers

Brown Cow:

A rarer cow than the white cow, this cow allows for alternative resources than the standard cow.

Pink Cow:

A rarer cow than the white cow, this cow allows for alternative resources than the standard cow.

Gold Cow:

This is the rarest cow. A gold cow only appears once all other cows have been abducted off the planet. A gold cow sometimes likes to hide in barns. Finding the gold cow will end the current day.

3.1.2 Farmer w/ Shotgun Flashlight



Farmers are the most common human a player will encounter. They watch over their farm and cattle constantly and will attempt to stop the UFO from abducting their cattle. The farmer carries with him a shotgun that he will shoot at the UFO if he witnesses an abduction.

Health: 1

Accuracy: -1 (shotgun)

Damage: +2 (shotgun)

3.1.3 Police w/ Pistol & Radio Spotlight



Police appear in more populated areas and carry with them a pistol and a radio. If provided enough time the police will radio for help and cause another police or a Man in Black to appear. Police will defend cattle abductions with their pistol.

Health: 2

Accuracy: +0 (pistol)

Damage: +1 (pistol)

Special: Radio, this unit can call for help. Using the radio will summon either another police or a Man in Black.

3.1.4 Federal Agents

———Sculder and Mully

3.1.5 Men In Black



Men in Black (MIB) are a special kind of unit that appears if Police have a chance to radio them in. MIB carry a ray gun, the most powerful hand held weapon of the humans, and a radio. If given enough time a MIB can radio in additional help which usually comes in the form of more MIB or a tank.

Health: 5

Accuracy: +1 (Ray gun)

Damage: +3 (Ray gun)

Special: Radio, this unit can call for help. Using the radio will summon either another MIB or a Tank.

3.1.6 Tanks



Tanks are the ultimate in human response. When these bad boys appear it is best to leave the area and prepare a counterstrike. Only the most powerful weapons will disable a tank in a single shot, however multiple cows have been known to do the trick. Tanks are hard to disable and hit very hard however their attack is slower than most opposition.

Health: 15

Accuracy: 0

Damage: +10

3.1.7 Destructible Structures



In Farmageddon the player can destroy structures using select weapons. In the concept art above the player is using a special beam to hold a cow and swing it into a structure. Cows are not only the resources for new weapons but often times are the weapons themselves.

3.1.8 Background image



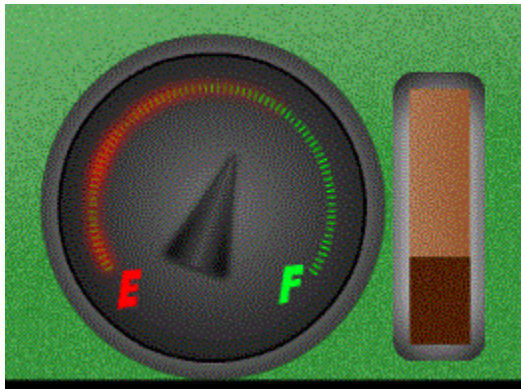
This space background gives the illusion of night time, which is prime abduction time.

4. Heads Up Display

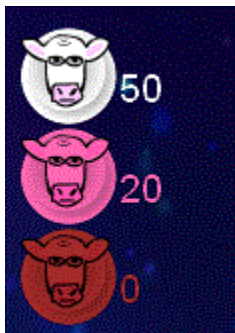
Radar – a way of providing a user with the remaining farms and their locations



Fuel Gauge – Displays the current level of the fuel. Also includes a progression bar for methane conversion.



Cash system – Displays the current inventory of each type of cow that the player has abducted.



5. Structure

Flow Chart

Game Start Up Sequence

Overlays

Game overlay

Pause Overlay

Game Won
Game Lost

Upgrade your Weapon

UPGRADE YOUR WEAPONS!
(PRESS UP ON D-PAD TO UPGRADE CURRENT WEAPON)

Out of Ammo

OUT OF AMMO!
ABDUCT MORE WHITE COWS!

Tractor Beam upgrade indication

TRACTOR BEAM UPGRADED
TRACTOR BEAM FULLY UPGRADED!

Bullzooka upgrade indication

TRACTOR BEAM UPGRADED
TRACTOR BEAM FULLY UPGRADED!

Golden Cow notification

GOLDEN COW HAS SPAWNED!

Splash Screen

Before Entering the Game world
Loading between days

6. Resources

6.1 Sound Effects

Sounds were created by us unless otherwise noted.

Barn_destroy_sfx	Barn destruction
Bovine	Barn destruction
Cowmoo-0x	Differing cow moo's
Crispy	Barn destruction
Im_a_cow	Cow noise

Moo_trail	Cow noise
Moo4	Cow noise
SpaceCows	Background music created by Max V. (Friend)
U_kill_that_barn	Barn destruction
Udder_chaos	Barn destruction
UFO_moveloop	Player movement sound
Weapon_fire	Sound of shooting cows
Xtra_crispy	Barn Destruction

6.2 Public Domain Images

Images downloaded from a public art domain, Clker.com.

Licensing info: <http://www.clker.com/disclaimer.html>

Initial_Tank: <http://www.clker.com/clipart-war-tank.html>

Initial_Missile: <http://www.clker.com/clipart-rocket-flying-up.html>

Farmer_with_Tractor: <http://www.clker.com/clipart-6896.html>

Background_Image: <http://rakis.net/~justin/milkyway.png>

6.3 Private Art Work

Images were created by Tom Snyder (Friend).

Farmer

Police

(More to come)

7. Target Audience

Farmageddon is targeted for casual gamers that enjoy a humor filled game. Levels begin and can end quickly, allowing the game to be played for short periods of time while still allowing for the development of the plot.

Customizable difficulties will allow a wider range of audience to enjoy playing Farmageddon.

Created for both the PC and a Windows 7 Phone platform, this game will cater to many. The portability of a windows phone allows Farmageddon to be played anywhere.

Lastly, we are catering to CSS490 Students that will be play testing Farmageddon.