

THE TREBLE WITH TUXEDOS

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DESIGN DOCUMENT
VERSION 0.5
JUNE 7, 2011

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Version History

Version 0.1 – April 28, 2011

- First draft of document

Version 0.2 – May 5, 2011

- Added pictures of Penguin, Aardvark, and Bear models
- Added more detail on sounds

Version 0.3 – May 12, 2011

- Added more pictures of the models

GAME Overview

Game logline

Players fly their animal around shoot musical notes at each other with the goal of "deafening" the other players.

Gameplay synopsis

Players fly their animal around a 3D world and shoot musical notes at each other. They will be able to collect power-ups that allow special abilities. Game modes include timed, lives, or score. Timed mode ends after a specified amount of time. Lives mode starts each player with the same number of lives ends when only one player is standing. Score mode ends when someone gets the specified number of scores. This last mode is good for preventing people who are unskilled at the game from being unable to play after dying a lot.

GAME DETAILS

Description

Animals dressed in tuxedos have a musical battle in a 3D world. Animals shoot musical notes each other to damage their opponents. If a player takes too much damage you will be "deafened," which is equivalent to losing a life in most FPS games. Players will be able to collect power-ups to help them in their fight against their enemies. The terrain should serve as an obstacle to movement and also a tactical element to the game for hiding.

Game genre?

Shooter

Is this single-player or multiplayer game?

Multiplayer, split-screen

Is this 2D or 3D?

Full 3D

Where does the game take place? (world)

In a bounded 3D outdoor world.

There will be different unique stages to battle at.

What do I control?

You control a flying animal with a sousaphone as a "weapon."

What is the main focus?

Shoot opponents until they lose. The game focus is like most FPS games.

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

Matches last until players all but one player is out of live or until the time limit runs out.

What is unique?

Animals shoot music at each other. The sounds, models, and artwork are creative and original.

Why create this game?

Kids like penguins (cute cartoony animals) and music. Maybe they don't like scary bears =).

Audience, Platform, and Marketing

Target Audience

Children of all ages

Platform

XBOX 360

THE GAME WORLD

Overview

Outdoor 3D world

Stages

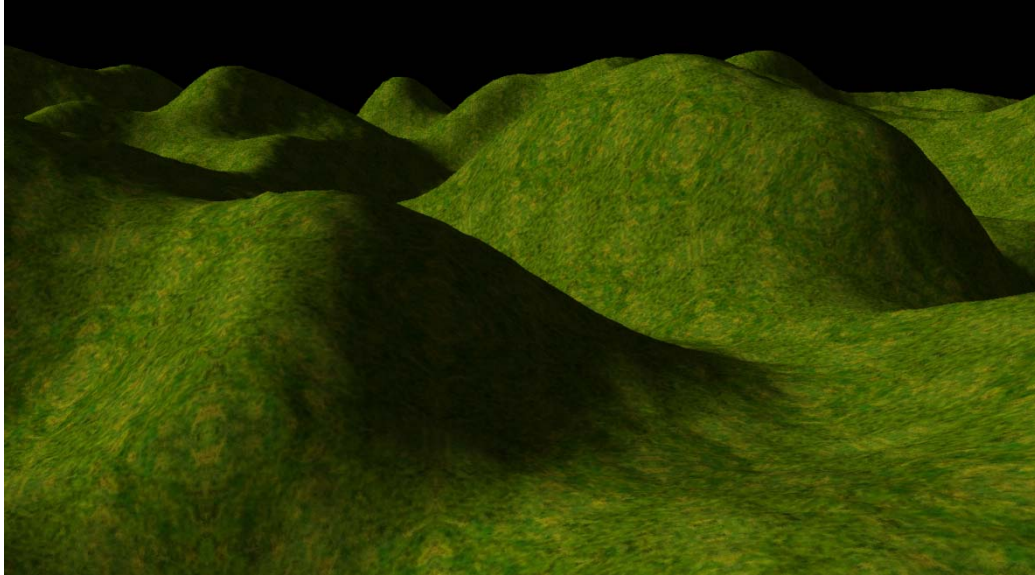
Snowy Mountain

Moon

Grass

Rock

Lava



Travel

Players fly around

Scale

Normal size world

Objects

Trees, castles, windmills, rocks, logs, buildings, etc...

Weather

Maybe

Day and night

Maybe

CAMERA

Overview

The camera will follow the player's character in the first person perspective

GAME CHARACTERS

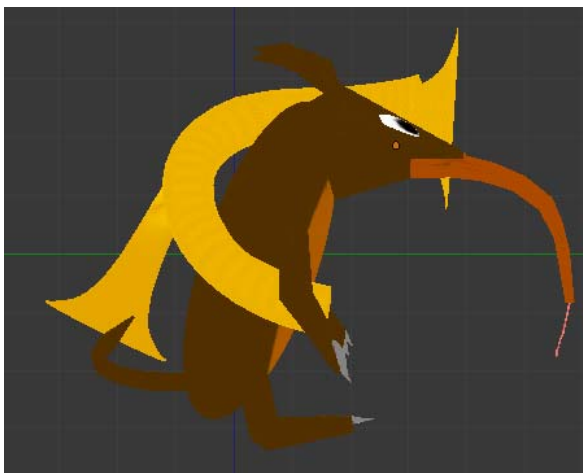
Overview

Playable characters

Penguin



Aardvark



Monkey



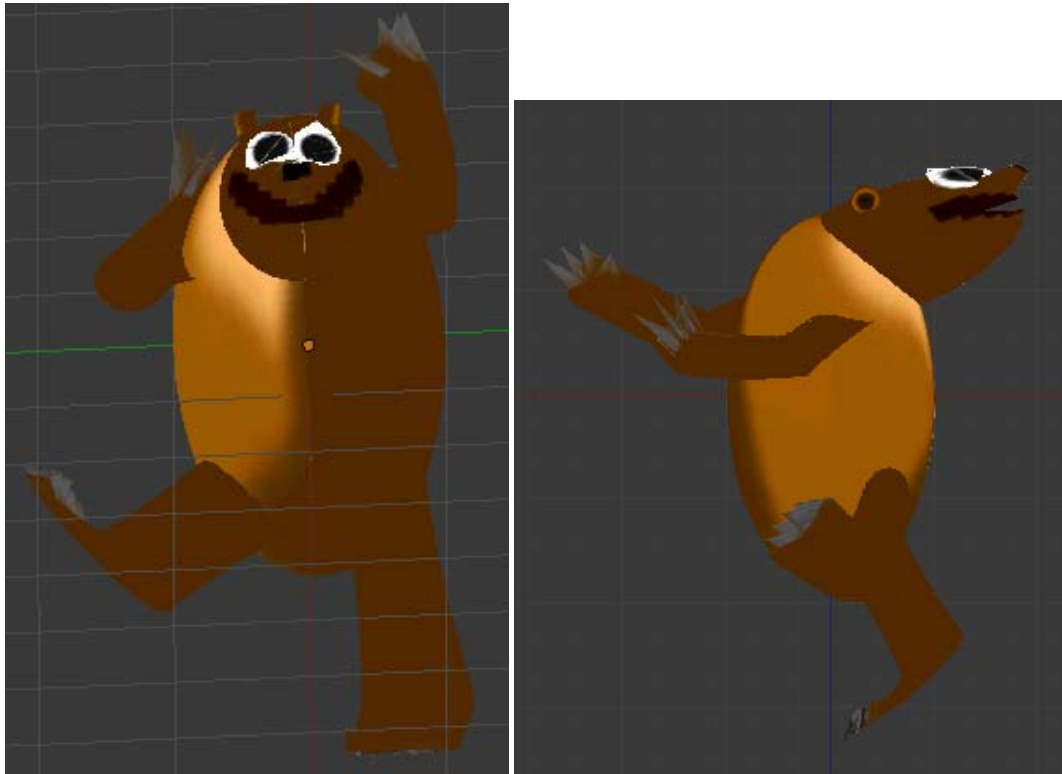
Squirrel

Maybe others

Enemies and monsters

Other players: aardvarks, squirrels, monkeys, or penguins.

Bear



USER INTERFACE

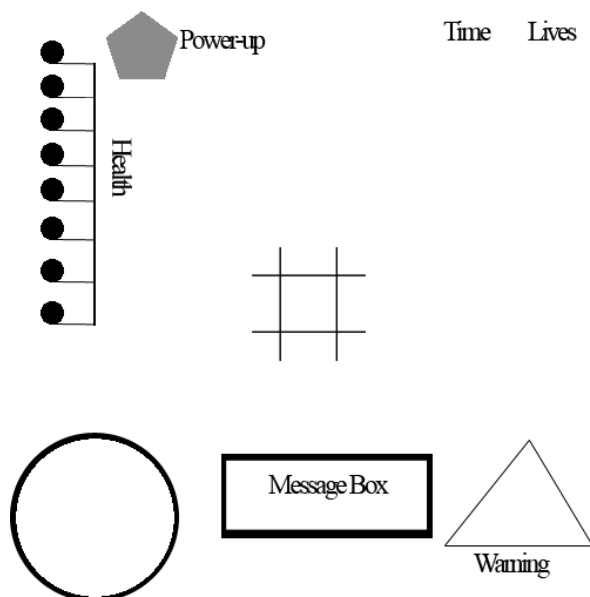
Overview

Players will have a HUD that displays

- Remaining lives
- Remaining time
- Remaining health
- Enemy radar
- Aiming reticule
- Warning indicator

Current power-up

Displays an icon of your current power-up



OBJECTS

Weapons

Players have a sousaphone

Players will shoot out musical notes

Equipment

Sousaphone doubles as a jetpack

Other

- Power-ups

- Activates on pickup
- Shoot animals on ground
 - They “drop” these
- Increase fire rate
 - Changes notes to eighth notes
- Increase damage
 - Changes notes to half notes
- Increase speed
- Better homing
- Shield
 - Activate
 - Drum
 - Shoot out shockwave
- “Shotgun”
 - Chord
- Invisibility

MUSIC AND SOUNDS

EFFECTS

Overview

The games theme is music

Details

All sound original

Music tracks

Different background music for each stage

End match/Scoreboard music

Main menu/Match settings music

Splash music

Sound effects in Game

Less than 1 sec

Different sounds for each of the notes, depending on the map

Less than 0.5 sec

~~Each character has a different firing sound~~

Shotgun plays a chord when fired

Different sounds for getting hit

Less than 0.5 sec

Different sounds for hitting NPC animals

"Death" sound

~~Ringing noise (harmonic overtones)~~

Zither sound

~~When a player gets too close to an NPC, NPC makes a noise~~

NPC makes a sound when firing

~~Ambient sounds~~

~~—Bird chirping~~

~~—Wind~~

~~———Other animal sounds~~

Sound effects in Menu

Ukulele for cursor select

Character select

Animal sound

Start game

Train whistle

ART

What kind of style will be used in the game?

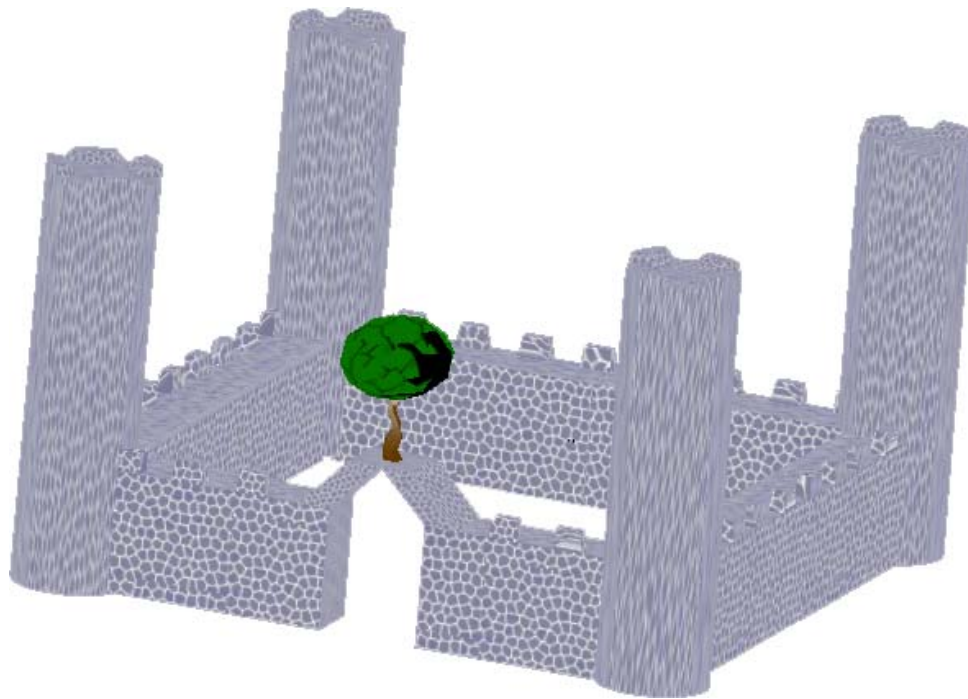
Cartoon

Scenery models

Trees



Castle



Rocks

Stack of Logs

Stone Heads?

Character models

Penguin

Aardvark

Monkey

Squirrel

Animals on ground

Bear

Sheep

Particle effects

Musical Notes

MULTIPLAYER GAME

Overview

This game will be based around multiplayer split-screen. It would be great to add networking support, but that would be version 2.

Max players

4

Scores

When you "kill" an opponent it increase your score

Deaths

Animation – when a player dies, character model spins and shrinks simultaneously

Start Game

3... 2... 1... GO!