General Overview
For a few seasons now, the characters of the popular series South Park have “accidentally” killed Kenny in almost every episode. Well, now it’s Kenny’s turn. Only Kenny doesn’t opt for revenge. After an unfortunate incident when Kenny mistook plutonium for a glass of Crazy Bob’s Green Chill-Aide, he gained supertoon powers capable of amazing feats. With all power concentrated in his left arm, Kenny helps the quiet town of South Park fight against evil do-ers like Mecha-Streisand and the evil Christmas Poo. The time is now. The time is *Kenny Time*.

Game flow
At game start, Mr. Hanky-s will be placed all over the screen and Kenny placed lower left corner. User can merrily control Kenny to walk around the town of South Park collecting Mr. Hankies and depositing in the Christmas Poo collector. At any moment in time, Mecha-Streisand can sweep into the scene terrorizing the Kenny hero. Kenny, using his arm can contact Mecha-Streisand and kill her instantly. At this point, killing three Mecha-Streisand will terminate the game thus prompting user to play another.

This Version
This release will implement the first level of *Kenny Time*.
Extra features (e.g. sound, texture maps) may be included if ship cycle permits.
This functional spec is the minimal requirements to ship v1 of *Kenny Time*.

This breaks down to the following:

**Hero**
*Name:* Kenny

**User control:** User will have complete control over the location and movement.

**Mobility** is described by:

<table>
<thead>
<tr>
<th>Key Stroke</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>Kenny moves to user’s RIGHT</td>
</tr>
<tr>
<td>4</td>
<td>Kenny moves to user’s LEFT</td>
</tr>
<tr>
<td>8</td>
<td>Kenny moves UP the screen</td>
</tr>
<tr>
<td>2</td>
<td>Kenny moves DOWN the screen</td>
</tr>
</tbody>
</table>
As the hero approaches the edge of the Viewport the window will follow his location.

Arm Movement is described by:

<table>
<thead>
<tr>
<th>Key Stroke</th>
<th>Action</th>
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<tbody>
<tr>
<td>F</td>
<td>Kenny’s arm moves UP</td>
</tr>
<tr>
<td>D</td>
<td>Kenny’s arm moves DOWN</td>
</tr>
</tbody>
</table>

GUI support will be supplied, however due to the fast nature of the game the keyboard will be more optimal for accurate play.

GUI will look something like the following:

Kenny will look something like:
Supporting Objects
so#1
Name: Mr. Hanky

User control: none

Hero interaction: Kenny, the hero, can collect Mr. Hanky and deposit in the special South Park Christmas Poo collector (which will resemble a hot pink rectangle).

Mobility:
- Placed randomly in Kenny’s world.
- Viewport will not adjust window to follow Mr. Hanky.
- Velocity will be zero.

Mr. Hanky will look something like:
Christmas Poo collector will look something like:

Dimensions:
**so#2**

Name: Mecha-Streisand

User control: *none*

**Hero interaction:** Mecha-Streisand will randomly appear in Kenny’s world while he’s collecting Christmas Poo. Kenny, the hero, can kill Mecha-Streisand with his special left arm.

**Mobility:**
- Random direction.
- Viewport will not adjust window to follow Mecha-Streisand.
- Velocity will be fast. Not so fast, that Kenny can’t catch it.

Mecha-Streisand will look something like:
Kenny’s Turf

View port:

Turf

H: 70% of drawable width
W: 70% of drawable width

South Park

H: 25% of drawable width
W: 25% of drawable width

Window:

Turf & Zoom Box

Xmin: 0
Xmax: 40
Ymin: 0
Ymax: 40

South Park

Xmin: -1000
Xmax: 1000
Ymin: -1000
Ymax: 1000
Turf: 70% of drawable width

South Park: 25% of drawable width

<table>
<thead>
<tr>
<th>Date</th>
<th>Editor</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
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