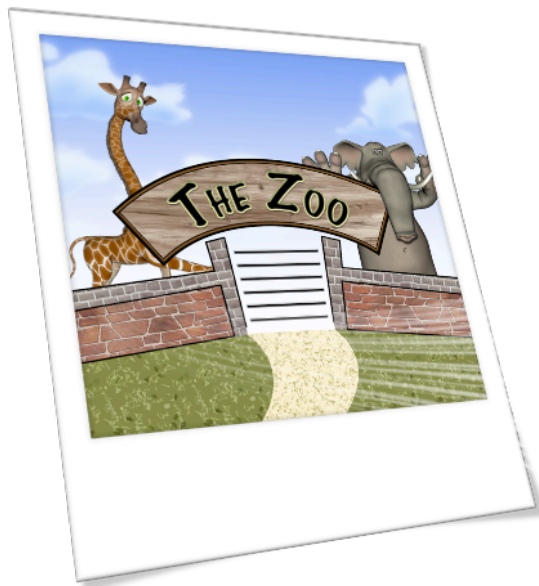# PETEY'S GREAT ESCAPE

TEAM PENGUIN CONSISTS OF:
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DESIGN DOCUMENT
VERSION 0.5
JUNE 9, 2009

TABLE OF CONTENTS

VERSION HISTORY

Version 0.1 – April 6, 2009
- Initial draft of the document.

Version 0.2 – May 14, 2009
- Updated to reflect initial draft feedback
- Deleted empty / superfluous pages
- Clarified levels
- Included additional UI details
- Clarified object details
- Began to cut features, but left in document (~~crossed out~~) for later review

Version 0.3 – May 21, 2009
- Added Team Members to initial page
- Updated Petey Graphic to match current version
- Combined Comparison and 'Feature Comparison" section, per comments
- Update UI sketch with comments
- Updated Item section to reflect feature cuts (energy drink)
- Removed zoo employees from enemies section, and added the net
- Updated Crazy Ideas to expand on invincibility idea

Version 0.4 – May 28, 2009
- Since we switched to testing on the Xbox controller this week, we expanded the "control" section under game details to reflect the Xbox 360 control keys used to control the character in each of the levels
- Added "Game Ending" ideas in the final section of the document
- Updated the particle effects under art to include the latest additions
- Deleted a few minor sections that just had N/A listed under them
- Updated the key locations in the Game World to reflect the deletion of level 4 (the zoo boardwalk), and the addition of the bonus level
- Updated the enemies under game characters to reflect the latest additions
- Added "disguise" icon under UI
- Changed our team name from PenguinSoft (already taken) to just "Team Penguin"

Version 0.5 – June 9, 2009
- Added pausing capabilities with the start button
- Removed the concept of obtaining an item at the end of each level
- Updated comparison with Super Mario Brothers to reflect new features
- Updated enemy list to reflect changes
- Added pictures of the enemies
- Updated user interface to reflect the removal of the overlay
- Added the details of the Konami Code

GAME OVERVIEW

Game logline

Petey the Penguin makes a break for it!

Gameplay synopsis

The player guides Petey through various areas in City Zoo, collecting items to help him to escape. The game levels take place in various exhibits in the zoo. The style is "cartoony", and the gameplay is casual.

GAME DETAILS

Description

Petey the Penguin was born in the zoo… but always wondered what life was like outside of the penguin exhibit. It wasn't until he met a stunning young penguin named Penny on PenguinMatch.com when he decided to do something about it. He decided it was time to escape the zoo, and move to Antarctica in order to meet his new girlfriend. In order to escape, Petey needs to collect various items throughout different exhibits. Once he can make it out of the zoo, he has a one-way ticket to Antarctica, where he can spend the rest of his life happily ever after with Penny.

Game genre?

Action, Adventure

Is this single-player or multiplayer game?

Single-Player

Is this 2D or 3D?

2D Side-Scrolling Platformer

Where does the game take place? (world)

In begins in the arctic exhibit of the zoo, then advances to the aquarium, and finally, the jungle exhibit.

What do I control? How?

Petey is controlled with the Xbox 360 Controller (or keyboard equivalents) – thumbstick & buttons.

Level 1:
- Thumbstick: Left, Right, Crouch, Aim Snowball
- Button A: Jump
- Button X: Throw Snowball
- Start: Pause

Level 2:
- Thumbstick: Swim Direction (up, down, left, right)
- Button X: Swim Speed Burst
- Start: Pause

Level 3:
- Thumbstick: Left, Right, Crouch, Aim Snowball
- Button A: Jump
- Button X: Throw Snowball
- Start: Pause

Level 4 (Bonus Level):
- Thumbstick: Left, Right
- Button A: Jump
- Start: Pause

How many characters? Can I use vehicles?

Petey is the only playable character. There are no vehicles in the game.

What is the main focus?

Escaping from the zoo, by avoiding dangerous animals and ~~zoo employees~~ dangerous objects.

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

The game lasts as long as it takes the player to make it through each of the levels. We are approximating 15 minutes, at this point.

Comparison

Super Mario Brothers – but with a unique story line and the idea of collecting ~~different items in order to advance to different areas in the zoo~~ fish to regain health lost from running into enemies and the ability to freeze enemies into ice cubes that the player can jump on to reach higher platforms. Feature comparison: Our game is graphically superior, and is easier to play. The competition has a longer and more in-depth game experience.

What is unique?

~~The idea that items collected at the end of each level aid in advancing through the next level.~~

The puzzle element of being able to freeze enemies into ice cubes that the player can jump on to reach higher platforms or fish.

Why create this game?

Because penguins are cute and friendly characters, and a 2D Side-scroller is a technical challenge that the team is looking forward to tackling.

AUDIENCE, PLATFORM, AND MARKETING

Target Audience

Casual gamers.

Platform
Xbox 360

Marketing
It is cute and light-hearted; simple to learn; and doesn't require a huge time investment to be able to enjoy it.

THE GAME WORLD

Key locations (3 levels + a bonus stage)

- Penguin Exhibit – Snowy Level with platforms and walking enemies
- Aquarium – Underwater level with various swimming enemies
- Jungle Exhibit – Tropical level with platforms, pitfalls, and walking enemies
- ~~Zoo Boardwalk~~
- Bonus Level – Downhill Slide (backside of the jungle exhibit) to escape the zoo

Travel

The penguin waddles (normal travel mode), jumps, swims, ~~and slides~~

Scale

Normal - with some slight artistic exceptions.

Objects

- Fish (for Health)
- ~~Invincibility Energy Drink~~ (not needed – difficulty not high enough)

Day and night

- Daytime, during a normal day at the zoo. Additional bonus night mode.

Water
Yes, there is a water level.

CAMERA

Overview
The camera pans horizontally with the penguin.

GAME CHARACTERS

Overview
- Petey the Penguin

- ~~Penny the Penguin (non-playable, but seen at the end.)~~

Enemies and monsters
- Polar Bears

- Wolves
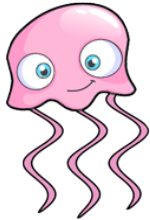

- Monkeys

- ~~Bad Birds~~ Bats
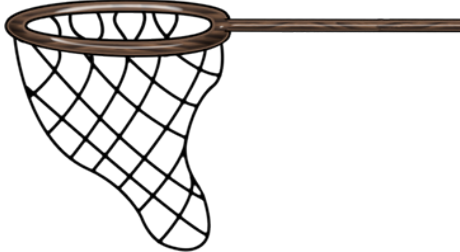
- ~~Alligators~~

- Jellyfish

- Eels

- Piranhas (new)

- Zookeepers Net

- ~~Zoo Employees~~

- A note on frozen enemies: The enemies will roam the levels and if Petey hits them, he will lose health points. Petey can use his snowballs to hit an enemy and freeze it into an ice block, which he can utilize to jump on to access higher platforms or fish.

USER INTERFACE

Overview
- The main viewport
- A health meter
- ~~The active object that Petey has equipped~~

Sketch
~~Large overlay as shown in below sketch has been changed~~
~~Elements will still be on screen (in same location as in the sketch), but there will be no overlay~~
The screen will have a health meter in the center at the top and a progress bar in level 4. There will be no overlay.

OBJECTS

Weapons

Snowballs – stuns enemies, but never kills anyone

Items

- Fish (to gain health)

- ~~Energy Drink (for temporary invincibility)~~

~~Equipment~~

~~- Pogo Stick (for the Jungle Level)~~

~~- Scuba Mask (for the Aquarium)~~

~~- Disguise (for the Boardwalk) (for when he travels to Antarctica)~~

MUSIC AND SOUNDS EFFECTS

Overview

Ambient noises specific to the current level (exhibits), covered with upbeat light background music.

Music tracks

Ambient background music appropriate for each level

Sound effects

- Jumping
- Touching an Enemy
- Throwing snowballs
- Hitting an enemy with a snowball
- Swimming
- ~~Pogo Stick~~
- Getting caught

ART

What kind of style will be used in the game?

- "Cartoony"

Needed building models

None, but the exhibit walls will be part of the background image for each level.

Scenery models

- Background for each level
- Platform Textures

Character models

3D model for Petey, and 2D clip art for each of the remaining characters and enemies listed above.

Particle effects

- Trailing the snowball
- Hitting the snowball
- Bubbles in the Aquarium
- Snow in the Polar Exhibit
- Leaves falling from the trees in the Jungle Exhibit

EXTRA MISCELLANEOUS STUFF

Crazy ideas
- Put a Konami Code "easter egg" in the game. Will allow player to play through the game being invincible ~~(will still die if fall in holes or gets trapped in the net, but will not take damage from enemies).~~ On the controller, at the loading screen, press up, up, down, down, left, right, left, right, B, A, start… and you will get an audible signal that you have entered the appropriate code.

End of Game Sequence Ideas
- Once Petey Escapes from the zoo, there will be a series of Polaroid snapshots of him on different vehicles (in his disguise), on a bus, on a plane, on a boat… etc. Then the final shot will be of Petey and his girlfriend standing on an iceberg in Antarctica… happily ever after.
- Player will then be restarted at the beginning of the first level, in a more challenging mode, where Petey is using a flashlight to escape at night. He has very little visibility, except wherever the flashlight is aiming.