MICRO DESIGN DOCUMENT

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Q12975371 CGP502: Gameplay and Game Design

CONTENTS

INTRO

This document will provide and overview and deeper detail of the various other pieces of *Mickey Machine Gun: Arena of Assholes* such as it's audio, level flow, UI etc.

LEVEL/ENVIRONMENT DESIGN

The following section will detail the various stages of player progression through the game and how the gameplay/level design will adapt to provide a progressive experience.

Starting Levels

The first 2 starting levels of the game will focus on easing the user into controlling Mickey as well as interacting with the various enemy types and some of the early game weapons. The player will be introduced to some elements such as that of pits/claw arms and slippery patches which affect movement and/or damage them. As well as encouraging the player to make use of their body for damaging enemies and introducing them to pickups.

Middle Levels

When it comes to the middle 2 levels of the game the player will be facing against the standard fare they've come to expect whilst also being introduced to the newer concept of portals which will allow them to take less linear interaction and have a bit more freedom in movement and level exploration/enemy dispatching. As well as introducing some light environment puzzling for navigation. This will help bring a newer element of change to the game that should keep the player from feeling it becoming stale

Ending Levels

In the final 2 levels of the game the player will be pitted against all of the previous obstacles in larger levels that take a more expansive approach to the level design that allows them to explore more freely and gives far less direction allowing them to take care of enemies in their desired fashion. It will also pit the player against far more enemies and some re-skins which will deal slightly more damage to help breed challenge now that the player has been expected to have gotten use to the game

SOUND

Keeping with the game's childish, cartoon and body humour tone the game's main bulk of audio sound effects will be based around that of organic, fluid, fleshy and gross sounds along with some cartoony slapstick sounds for deaths and slips such as whistles and clangs.

For menu presses and movement, the game will make use of organic and squishy noises to give a grotesque and guts n gore like vibe. Likewise, for hits, other movement and shots the game will employ childish body humour such as sneezes, farts, burps, and groans.

For enemies, their sounds will be in the same vein but based around their specific traits.

Buttfly's will be based heavily around farting, wet sounds for poop and shooting as well as thumps for when being hit.

Fetoids will retain a distinctly squishy sound with lots of emphasis of splatting style noises with a lot of ripping and tearing as well.

Tampon Turrets will retain a cartoony and mechanically functional sound such as gears, metal scraping and clanking in an overexaggerated fashion along with some squishy noises for when firing wet tampons.

Claw Arms will have a distinctly squelchy and groaning vibe to fit with its zombie-esque/rotting nature.

Weapons will have their distinct noises based on the types of fluid/body matter they're portraying with lots of liquid and wet sound effects. For weapons such as the menstrual splatter rifle they'll be mixed in with actual gun sound effects to give a harsh weight to them whilst retaining lots of wetness.

For Mickey themselves their movement will make heavy use of organic and bodily sound effects such as groaning, farting, burping and squelches for when bumping into enemies and moving around.

MUSIC

When it comes to the audio feel the game's aim is towards a fun, wacky and yet odd/frenetic style. With this in mind the game's soundtrack will be based heavily around Picopop and Punk fusions for its songs.

The overall aim for the game is that of a cartoon-like feel as well as a fast and frenetic experience. Picopop and punk works with these themes well and have been used multiple times in actual cartoon's and arcade games. Katamari Damacy, Beavis and Butthead and Super Meat Boy make use of a Picopop /punk rock styled soundtracks and important artists which will be used in reference to this game will be those of Plus-Tech Squeezebox and Fantastic Plastic Machine.

Picopop is a genre of music in Japan and the West that makes use of light upbeat pop styled tones which are then interspersed with glitchy styled effects and a whole suit of mixed genre conventions as well as generally having a generally frenetic and fast pace along with childish vocals and samples.

It tends to have songs which average around 145-165BPM which allows for a faster and more upbeat/paced feel. It also tends to fit around major key signatures and commonly makes use of tonal switching between the major and minor centre of the song which in part gives its odd feel.

Popular artists tend to make use of varying genre's which they then sample and modify along with added vocals and other glitchy effects to give a wacky, poppy and frenetic style to the music.

Picopop songs often given the appearance to a listener of being disjointed and odd whilst also retaining common melodies and themes which would help amplify the themes of insanity, childlike cartoons and fast fun that this game is based around.

UI/UX

When it comes to the overall User Interface and experience of the game users will be approached with a heavily meta and diegetic based UI for any menu's and level selection screens. Whilst in-game, to retain the cartoon nature and retro feel the game will make use of a simpler non-diegetic overlay to give easier access to information for the user in the game's fast paced world.

Main Menu Screen

The main menu of the game will take a Diegetic/Meta focus and is inspired from ideas such as Monkey Hero from the PS1.

Here the player is placed into a menu scene in which they must walk into the doors to get the relevant sub-menus.

Using this concept, when the player first enters into the game and get's past the company splash screens they will be greeted with a skippable cutscene detailing the introduction to the game's story. Upon conclusion they will be placed into an interactable game scene which is their room with three doors.

In this scene, the player will have the chance to first experience the very, very basic tutorial of movement in which they will be shown how to move using the click and drag system of the mouse. This tutorial is non-invasive and will simply be an animated demonstration that plays until the player moves.

In this room the player can experience some basic floor types such as the slippery blood patch and sticky snot patch.

To select one of the following options the player has to roll into the door.

If the player rolls into the Options door they will be placed into the options screen.

If the player rolls into the Start Game Door they will be placed into the Start Game Screen.

If the player rolls into the Quit door the game will exit out.
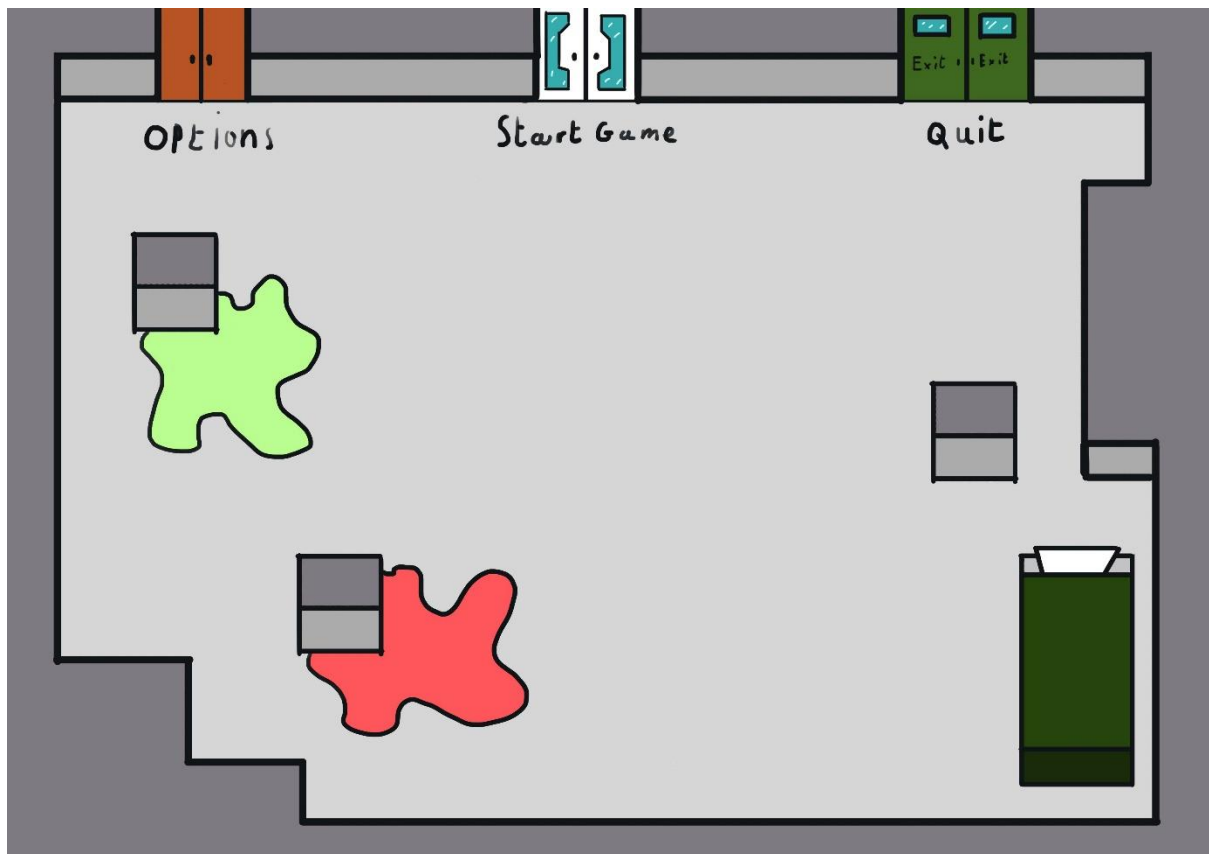
Options Screen

Following on from when the player enters the options from the menu they will be greeted by another world-based UI theme. This time that of Mickey's heart monitor on which all of the game's necessary settings will be displayed for editing under a tabbed system. As the player changes between tabs the current tab they are on will be enlarged with highlighting to visually display interactable toggles/what tab is open.

On the video tab, the user also has the ability to remove the score and time elements from their HUD, if unticked these will no longer show.

Finally, the user can change the HUD borders in a scale of small-medium-large this will change the borders of the UI from the edges of the screen ensuring that no UI elements are cut off.

There's extra room for any extra video settings that PC games may have such as AA, Resolution options, Post-Processing etc.

If the player hits the back button they will be sent back to the main menu.
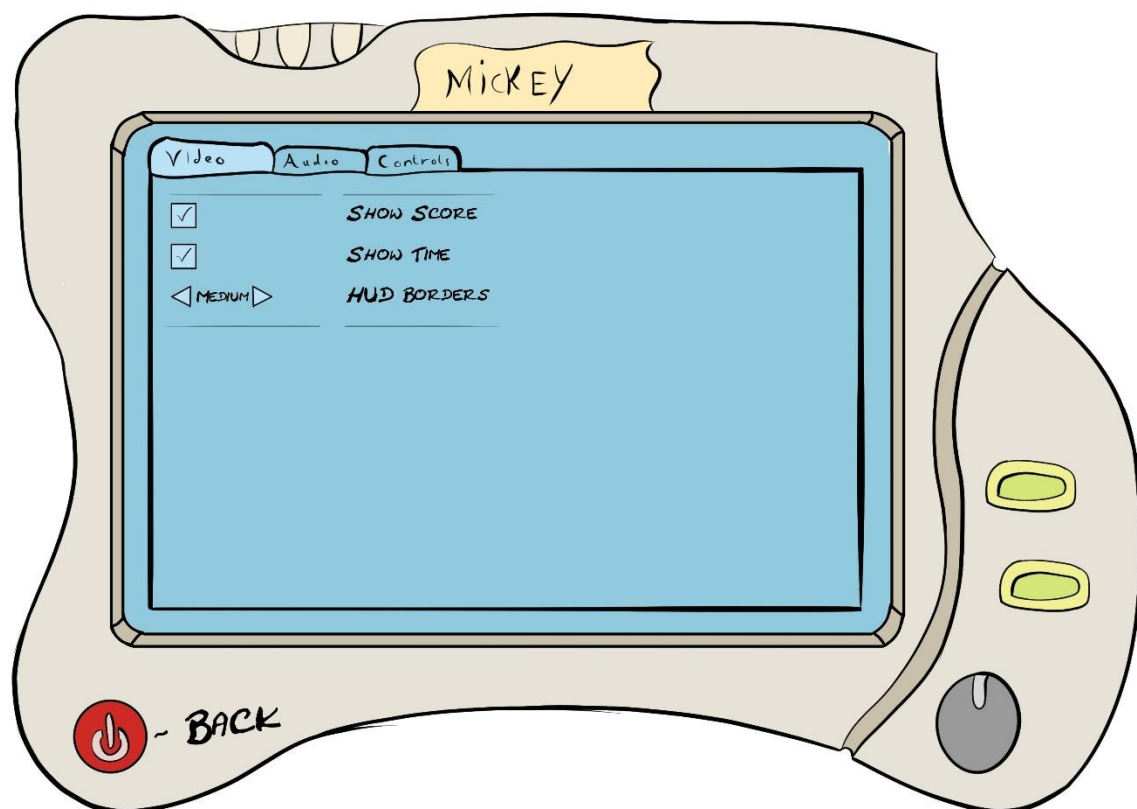
On the audio tab, the user has the ability to change the music and sound effect volume levels in the game. To do this they simply have to click and drag the audio sliders and the bars will add or remove based on the direction of dragging. Less bars = less volume and more bars = more volume.
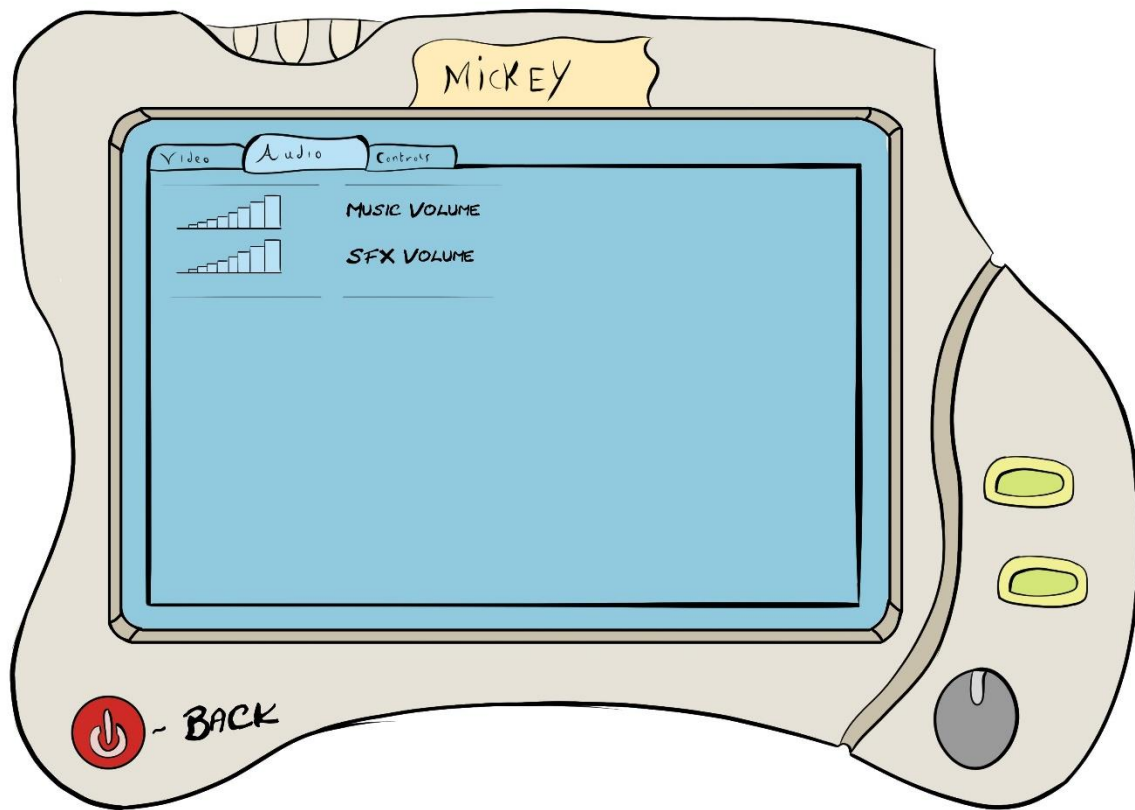
On the options screen, if the user ticks the "Invert Buttons" option, then the mouse buttons used for movement will be changed from left being movement and right being shoot to the inverse.

The user can change their mouse sensitivity on a scale of 1.00 – 10.00 to do this the user simply clicks on the field and drags left or right to decrease or increase the number. A number going above or below the valid amount will clamp to the min/max value.
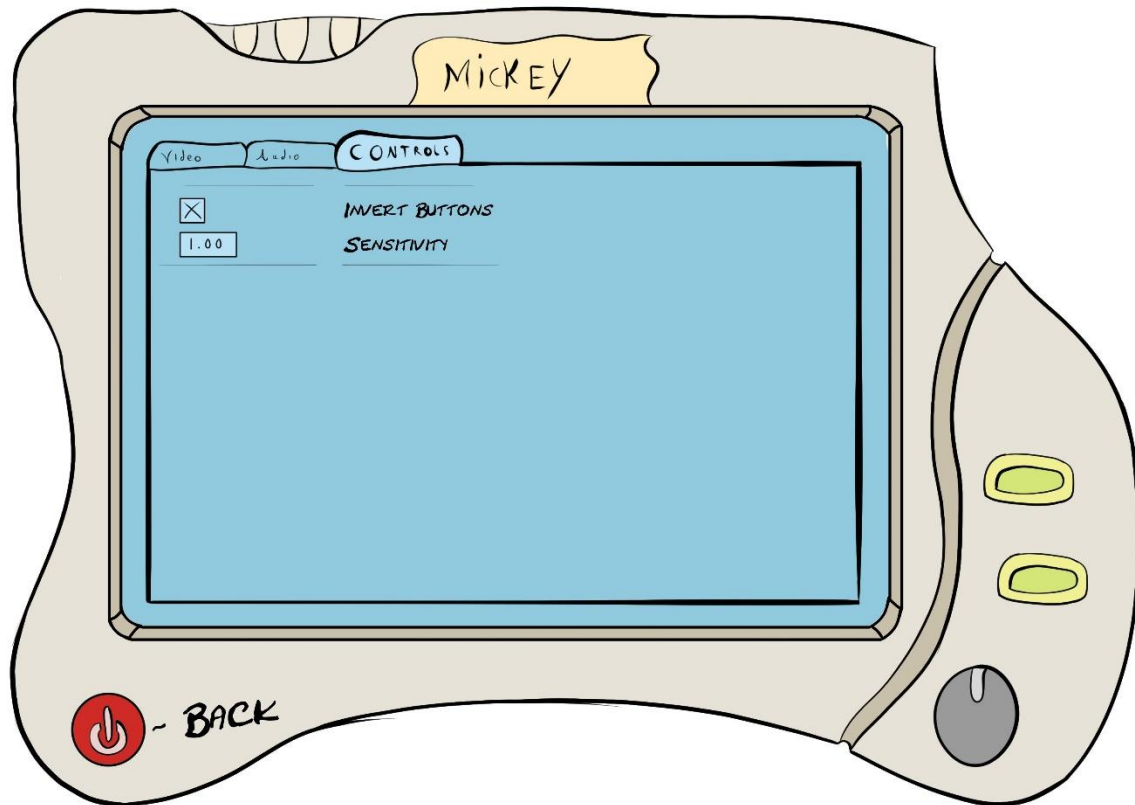
Game Start Screen

Following on from the menu. When the player proceeds through the Start Game door they will find themselves in another Meta UI menu in which they will be inside an elevator.

In this elevator the player will be prompted with 4 buttons in the style of floors. Each of these buttons will be displayed in a lighter tone with a soft yellow tint to indicate their difference from the rest of the scenery. As the player hovers over the buttons a blood splat of Mickey will be placed over the button and the button will change in tone to become bright indicating which button the player is over as well as adding in the feeling that Micky is interacting with them.

If the player proceeds to hit "New Game" they will then begin a new game playthrough and go into the intro cutscene.

If the player is to hit the continue button, then it would load their last save game and continue from there. If there is no save game to continue from then the Continue button would have tape over it showing it as not being in service along with not having any over animation. (Add this in.)

If the player presses the Level Select button, then they will be sent to the level select screen.

If the player is to hit the Menu button, then they will be sent back to the menu scene in which they are rolling around.
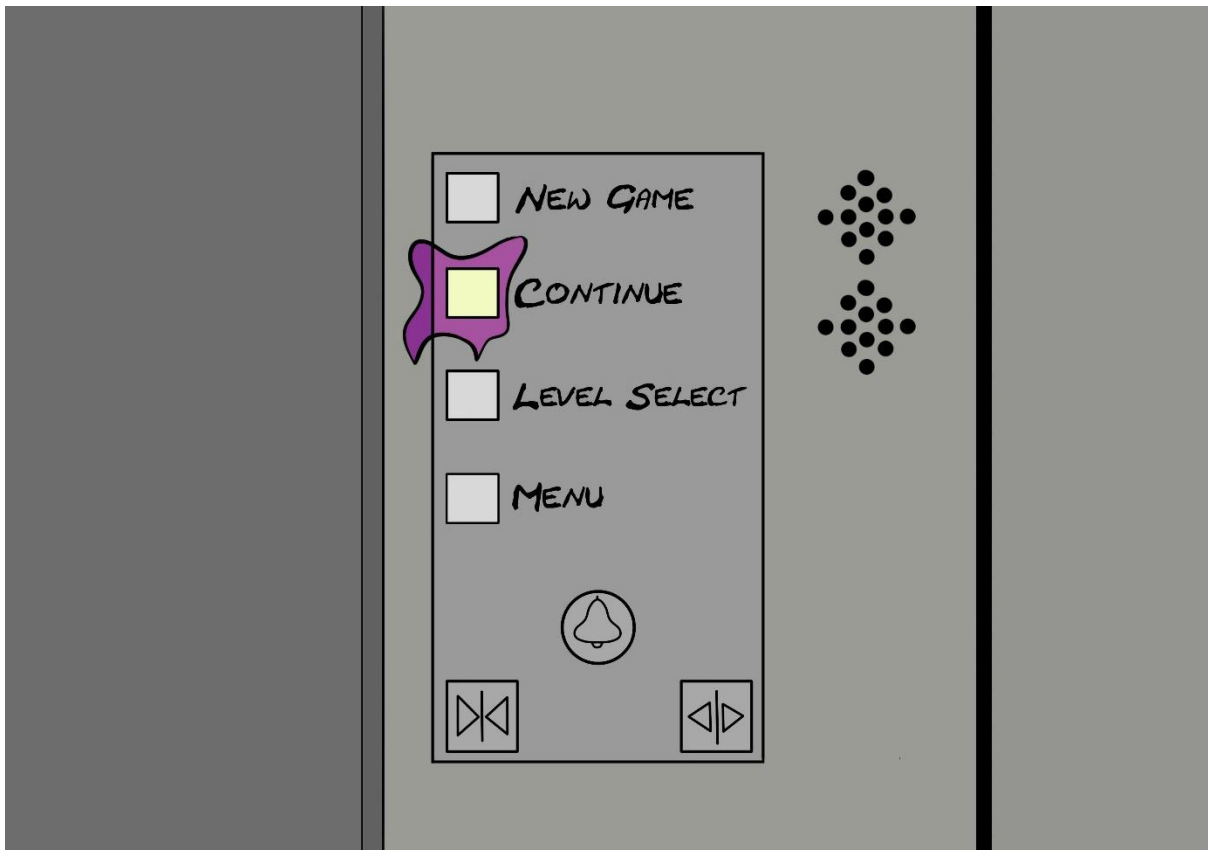
Level Select Screen

The level select screen will be laid out akin to games such as Doom/Super Meatboy whereby the user will be able to easily see the linear path of progress between levels of the game as well as what has or hasn't been completed and their stats.
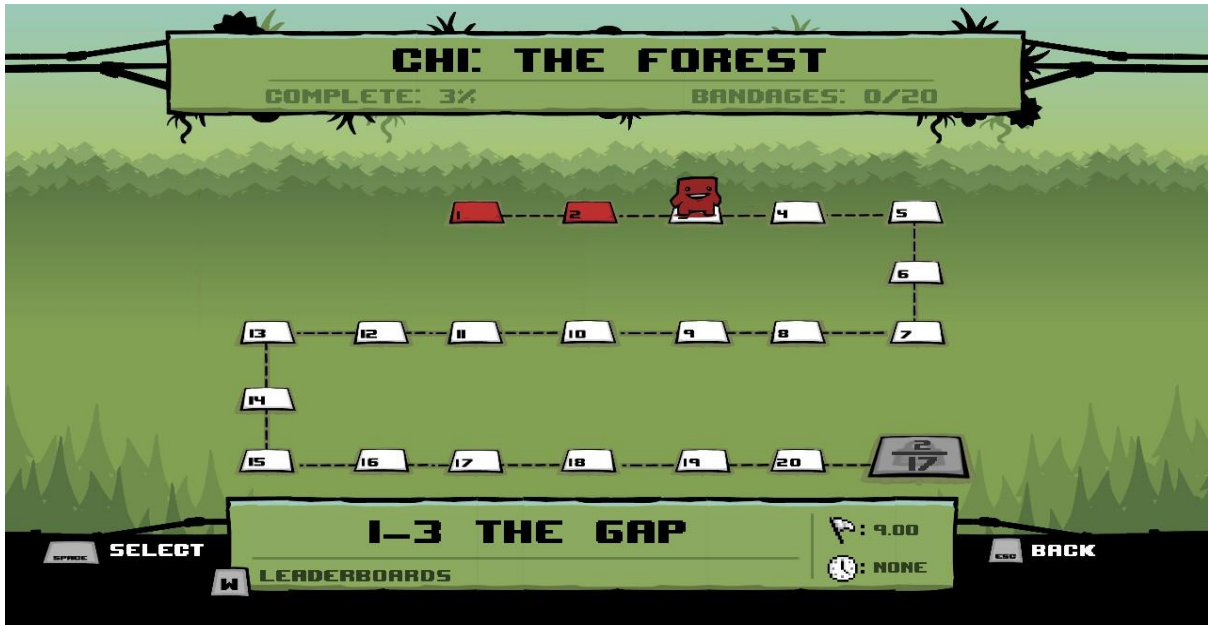

The overall visual style of the screen will take a more Doom style approach in which it will layout the areas of the facility the player will encounter.

Shown below is the rough concept of the Level Select Screen. Here the player can see the various levels they have left to play/what they have already played as well as some dotted lines and numerics detailing the number of levels and their path. The user is able to click on any of the levels (here shown as abstract shapes but in product will be facility buildings on a map.) and then a selection blob will be splatted over the level in question.

Below at the bottom frames of the window will be various stats and figures about the level such as name, time and score. If the player has yet to play it, then only the name will be displayed.

Just over the selection blob, along with an arrow to clearly indicate to the player, will be an animated button asking them if they wish to play this level. If the user clicks the button the level will begin. If the user wishes to return to the start game menu then they click the Back button located at the bottom left of the screen.
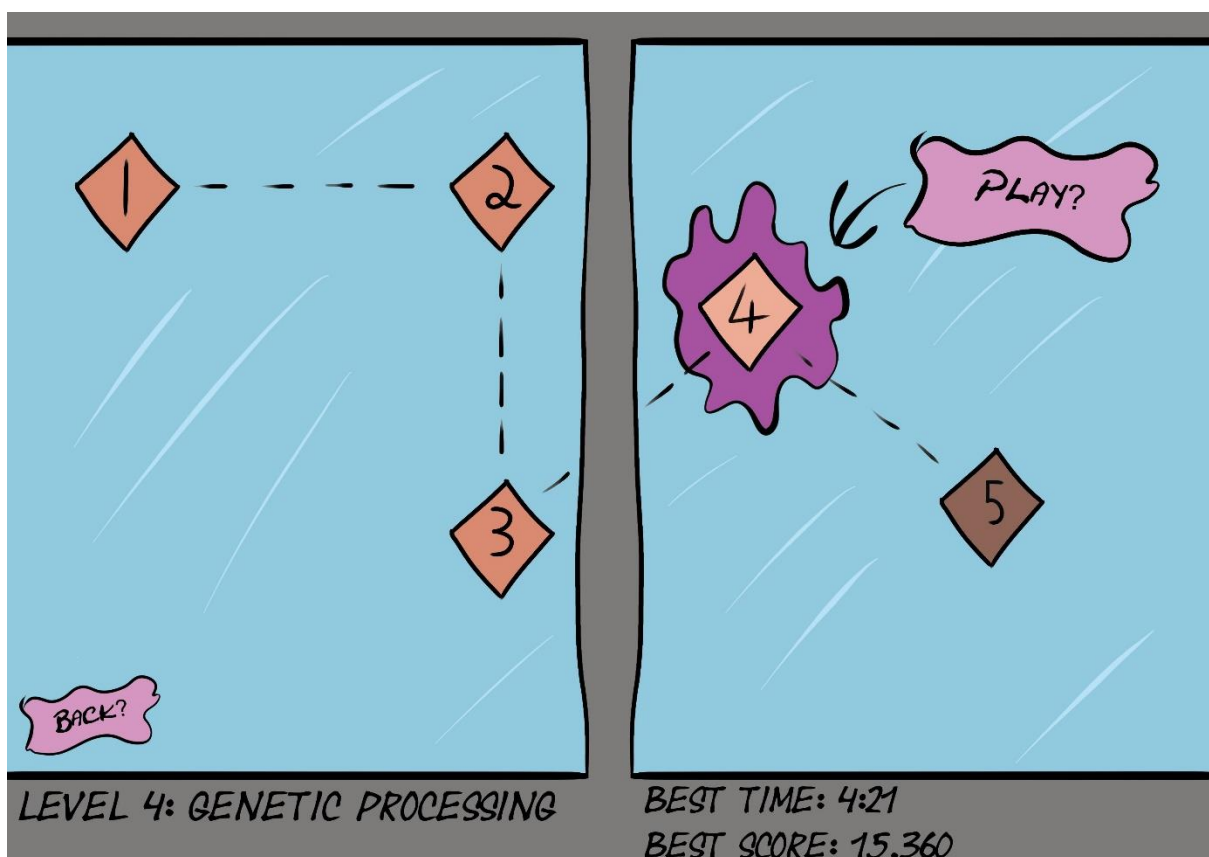
In-Game Screen

Whilst in the main game state the player will be offered a simple non-diegetic UI as previously stated. On the screen the player will be shown their health through the use of a simple bar. Below this bar will be a small icon showing off their current weapon type and how much ammo they have left for it.

In the top right the player will be shown their current score they've achieved along with the current time spent in the level.

The player will also have some world space UI elements which will be placed over the objects as they're necessary. When the player is reloading a small circle indicator will be placed above their head which will start from the top and work its way around until it's a full circle signifying that they have fully reloaded.

As well as this upon killing an enemy the player will be shown a small blurb above their head detailing the score awarded for killing it. This will be prompted for 1- 2 seconds so as not to clutter the screen upon larger amounts of kills.
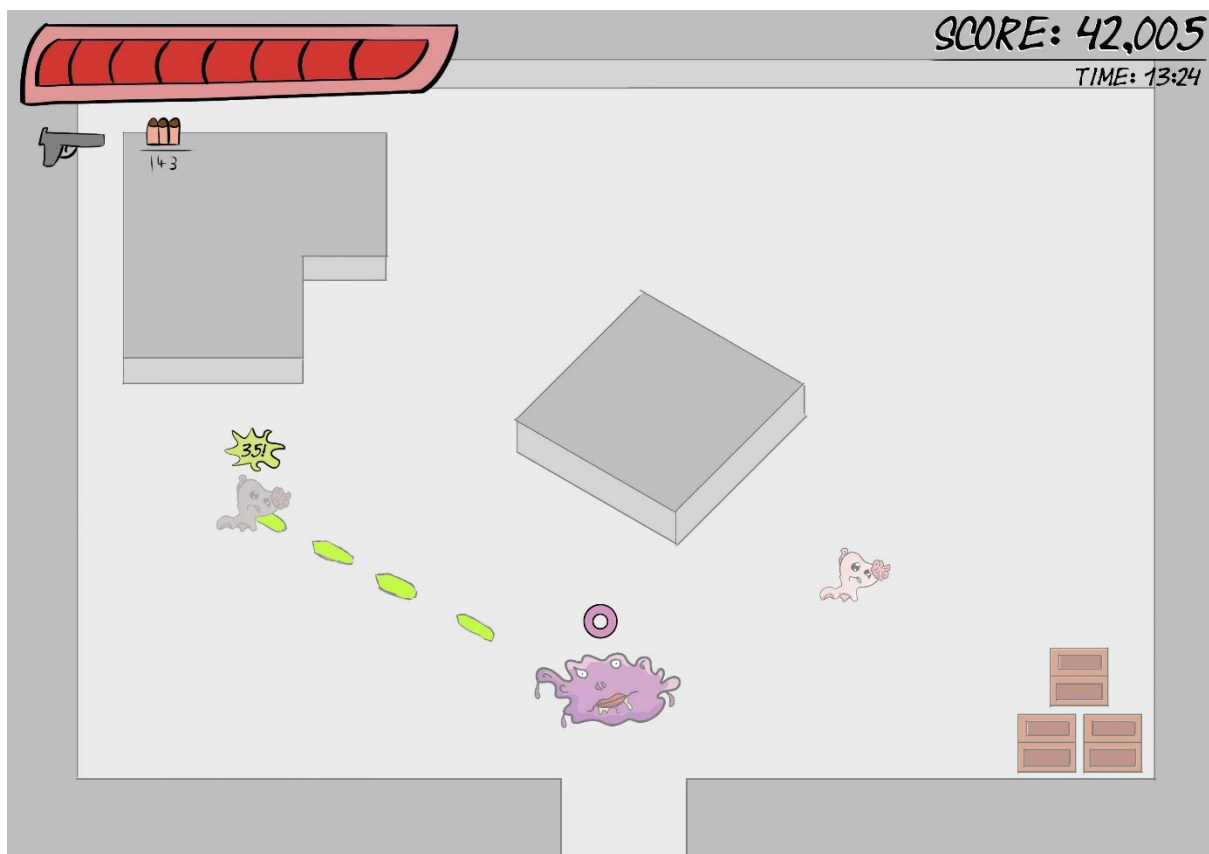
The UI will also make use of hiding information until it's necessary to display such as the following example in which if the player scrolls their mouse wheel to change weapon then the small weapon area will fold out to show the icon of the newly switch to weapon, its name and its ammo count. After a second of no input this menu will collapse back into the one shown above.
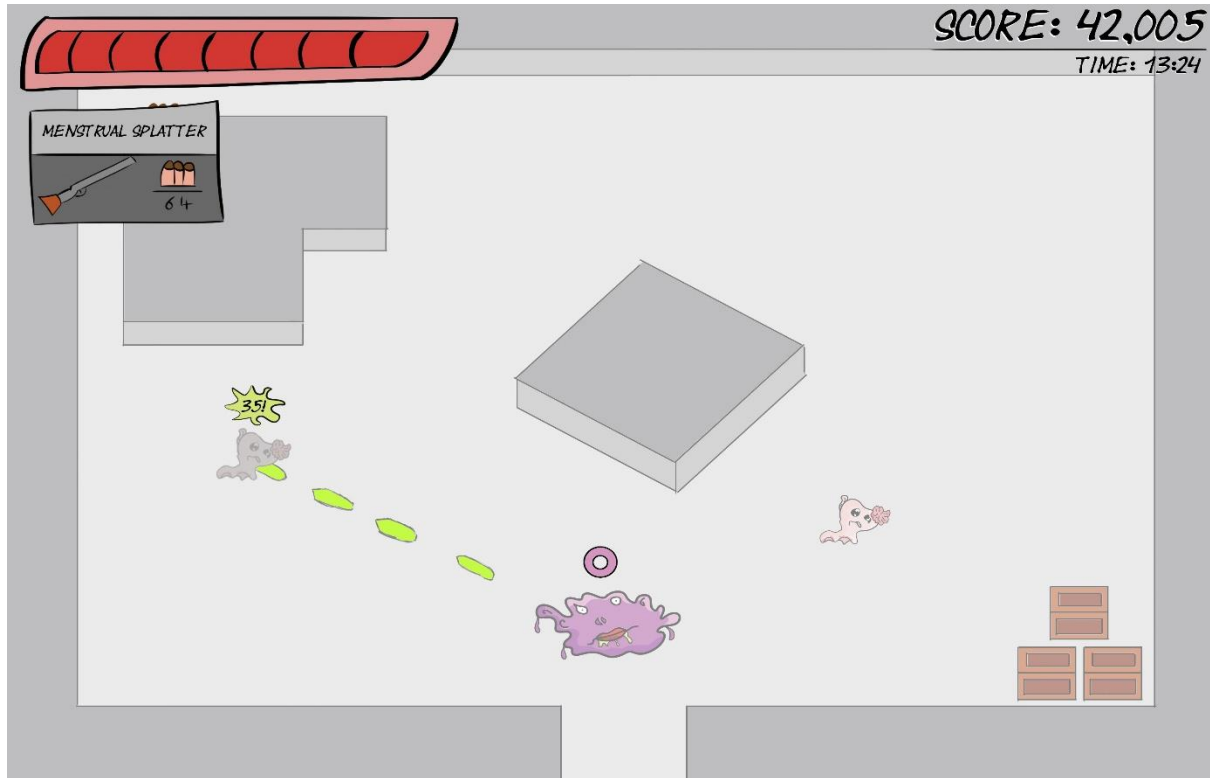
Finally, if the player doesn't want any unnecessary details then they can disable scoring and time in the settings which will remove them from the overlay and stop showing blurbs above enemy's heads allowing for a configurable experience.
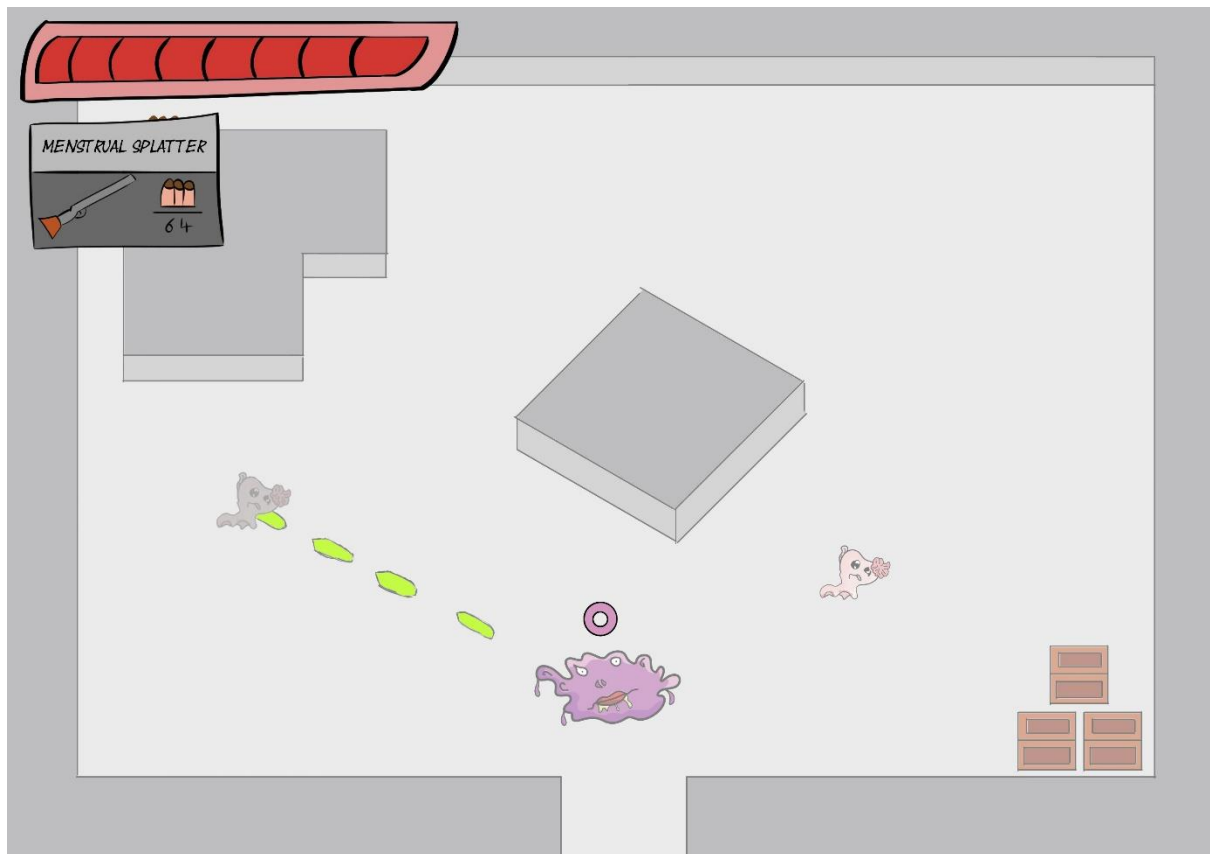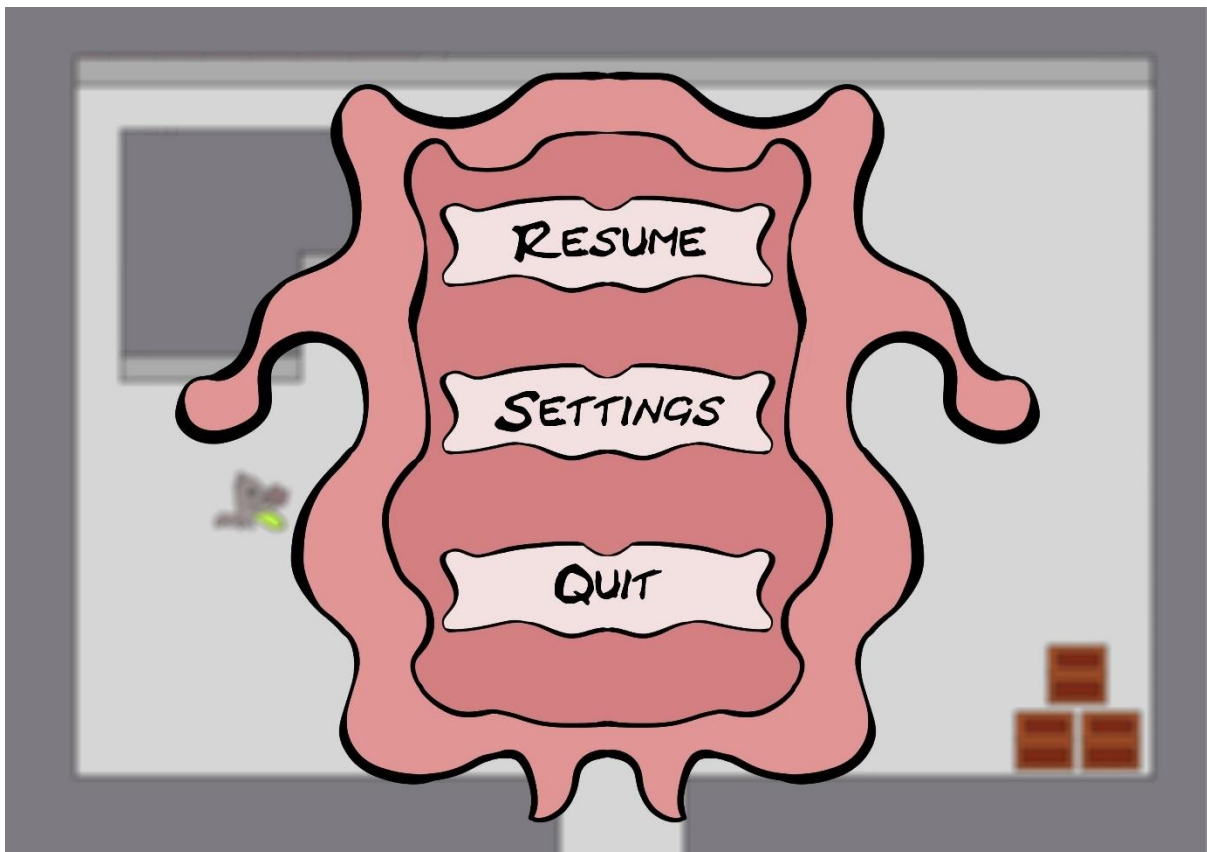
Pause Screen

Upon pausing the game will make use of another simple non-diegetic UI. Again, this is to keep in tone and feel with similar retro games and its overall cartoon-ish vibe. When the game is paused the background scenery of the game will be blurred so as not to distract the user's attention too much and a frame overlay will be displayed.

Within this frame will be three separate buttons which will be highlighted and animated with a slight scaling animation scaling from inwards to outwards.

Upon the user pressing the resume button the game will resume and the screen will be unblurred.

Upon the user pressing the settings button the pause screen's frame will change to display the pause screen settings (see next image.)

Upon the user pressing the quit button they will be taken back to the menu screen.

When the player has entered the options screen of the pause menu they will be greeted with a series of in-game options to tweak. These work the same as the ones shown in the previous options menu though they will be trimmed to just these key features as resolution options, post-processing etc will be unnecessary and messy to edit whilst in-game.
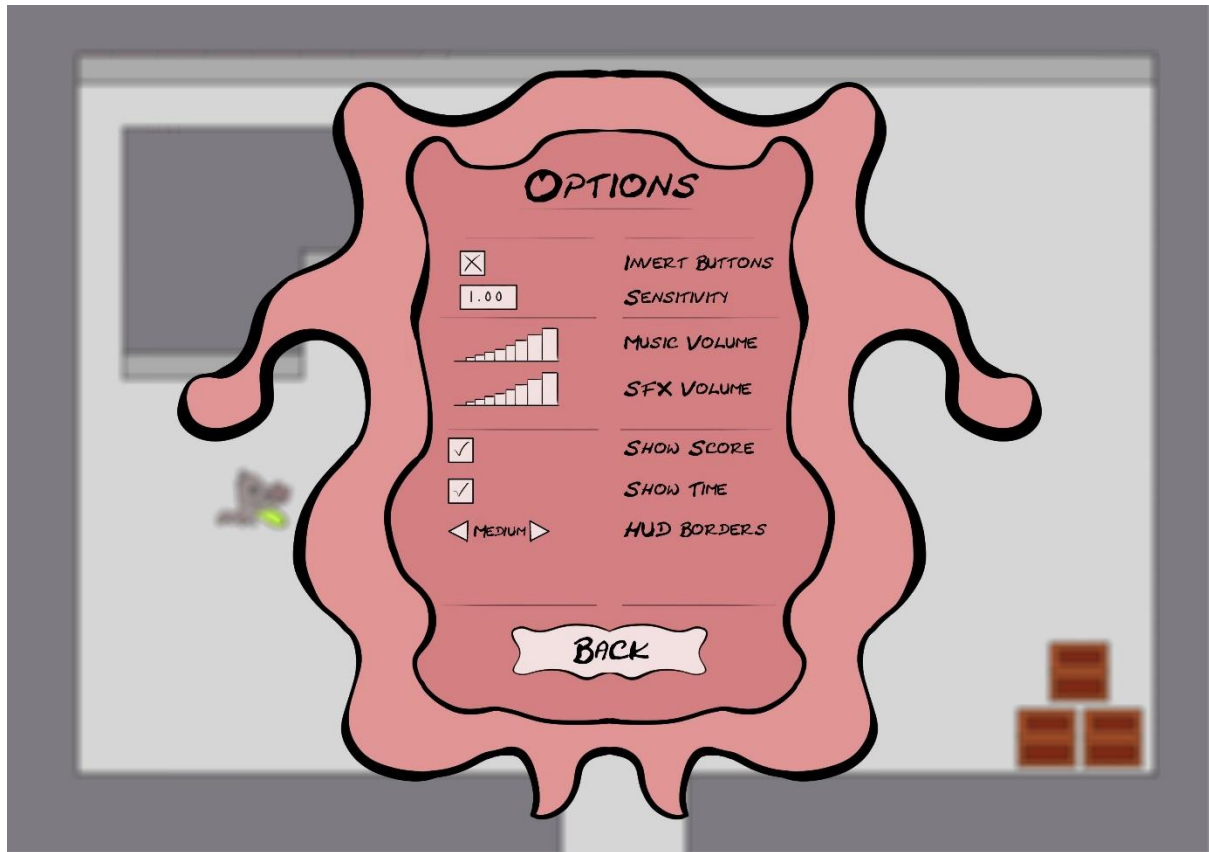
Game Over Screen

Upon dying in the game, the player will be sent to a skippable cutscene detailing their death. Upon the ending of this cutscene the player will then be presented with a simple splash screen (Shown Below) stating game over with Mickey's blood splashed against a wall and two snot covered buttons.

If the user selects retry they will be sent back to the beginning of the current level with all gear that they started it with.

If the user selects menu then they will be sent back to the main menu with their save beginning again later on the level, they just died on with all of their equipment/health that they started the level with before dying.

Level Complete Screen

Upon completion of a level the player will be sent to an intermission/level complete screen in which their score for that level will be graded against the visual score + time aspect along with underlying factors such as Health, Bullets left etc.

Here the player will be shown another meta-style screen backdrop in which their progress will be charted onto a clipboard and based on their final score for the level they will be awarded a grade from demented – psychotic.

All the player need do now is hit the Next button which will be clearly displayed with Mickey's blood splatted onto the corner of the page with the "Next" button throbbing from cool to warm tones to indicate that it can be pressed to the player.
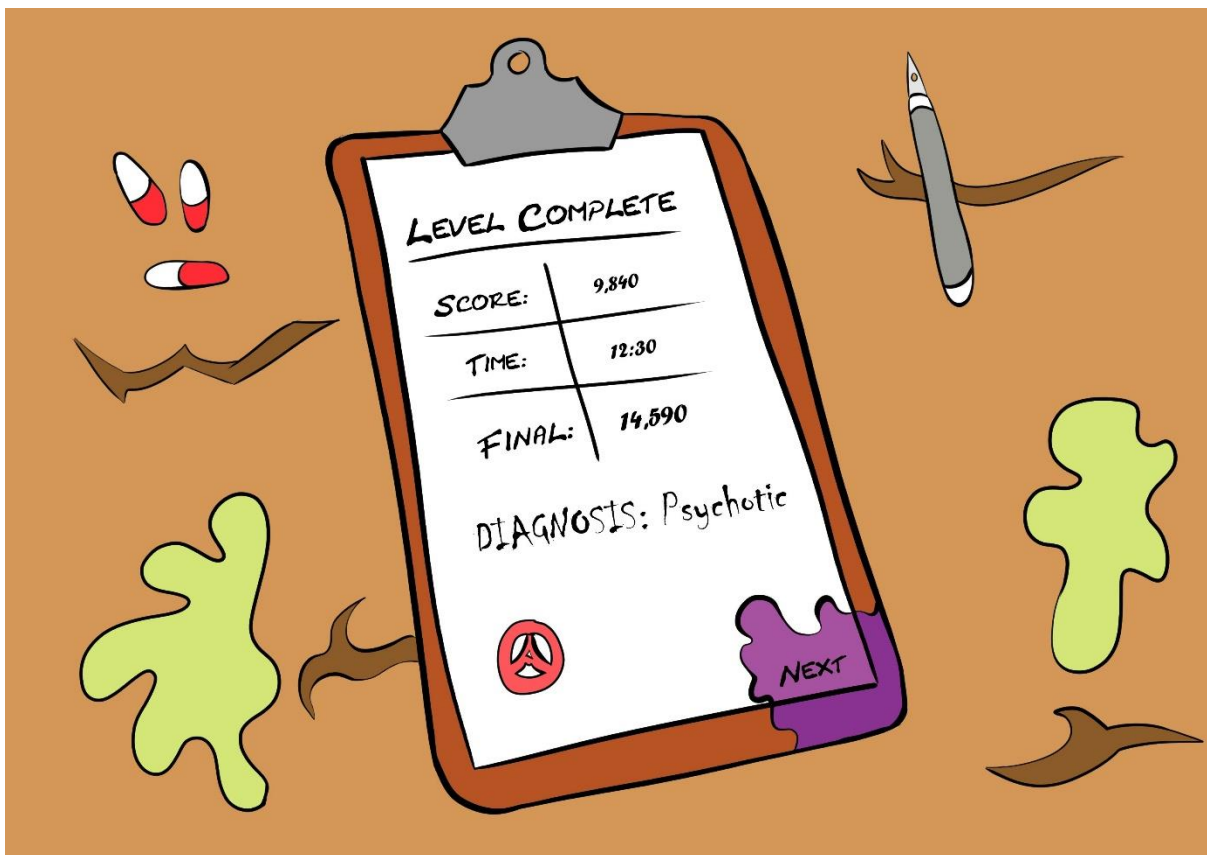
CONTROLS

The game will make use of the mouse only. Every mechanical need in the game will be handled using either the mouse axes or buttons.

The game will make use of the left mouse button for movement. The user will hold down left click and drag in the desired direction that they wish to go.

To aim the player will move the mouse cursor across the screen and the character will always aim at the cursors current point.

To fire the user will hold down the right mouse button and they will then proceed to fire bullets at their current facing direction.

To change weapons the player will scroll the wheel of the mouse.

Finally, the user has the option of inverting their controls. This will be in the case the user is left handed or simply prefers having an inverted right and left click for the game's functionality. This inversion will be decided at the game's starting tutorial in which the player will be prompted to hold down an unspecified mouse button and drag. The first button the player uses will be set as their default config and can be changed later.

Hold to fire in current direction

Click + Drag for movement.

Scroll up or down to change weapons