1. Overview
	1. Appearance:
		1. Game takes place in a technology-themed world. (inside of the arcade cabinet.) The levels are filled with bold black and green colored shapes as seen in old arcade games, and technology items such as circuit boards.
	2. Story Abstract:
		1. One day, a ghost was floating around and decided to phase through an arcade. This ghost was a very unusual ghost. He looked just like a soldier. As he was passing through, he noticed a circular monster chasing around four little ghosts on one of the screens. This upset the ghost. He decided to protect them from the terrible yellow pellet-munching monstrosity.
	3. Gameplay:
		1. The gameplay focuses on puzzle solving platforming. The objective will be to get the main character to certain locations where he can deactivate key pieces of equipment. To do this he may need to utilize small mechanisms in the game world itself to achieve his goals in addition to traditional platforming techniques. Despite being a ghost the main character can not fly, only float a small distance off the ground.
	4. Development Platform
		1. Sadly, the game will be developed using Torque 3D.
2. Game Mechanics:
	1. User Interface:
		1. The UI will be very minimal. Crosshairs will be shown to represent where the player is looking.
	2. Use Cases:
	3. Storytelling:
		1. Story will be presented through the use of in-game text popups as the player completes goals and furthers the storyline. Time allowing they may also have limited voiceovers or audio cues.
	4. Level Summary:
		1. Level 1 - The player is entering the arcade cabinet.
		2. Level 2 - The player is looking for circuits to disable.
3. User Interface Design
	1. Key Screen Images:
	2. Control Summary:
		1. WASD will be the primary means of movements with spacebar acting as the jump key. The mouse will be used for rotating the character and the mouse button will be used for interacting with objects in the world.
	3. State Transition Diagrams:
	4. Design Rules: (what are our principles for doing this? first-person, third person?) (Third-person is usually better for platformers - Greg)
4. Artificial Intelligence
	1. Opponent AI:
		1. The game will not include active opponents, being focused on platforming and obstacle avoidance. (possible exception - a stationary enemy that attempts to shoot the player. Doesn’t require much in the way of AI - Greg)
	2. NPCs:
		1. (some friendly character? Maybe a ghost that escaped from the game into “old circuitry” and helps the player? Could be a quest-giver/returner kinda guy - Greg)
	3. Reactive Items:
		1. Reactive items the player finds throughout the game are divided into two groups: Helpful and Hostile
			1. Helpful
				1. Fruit - The Player may find Pac-Man powerup fruit that has “leaked” from the game over the years. It will allow him to move faster and jump higher, as well as being impervious to damage for a time.
				2. Power-Pellets - Ditto for these. They add to the player’s total score.
				3. Master Circuits - These represent interactive “consoles” the player can access to open new routes and deactivate dangers.
			2. Hostile
				1. Short Circuits - Electricity hurts ghosts too. Who knew?
				2. Bug Zapper - Corrective sentries that attempt to destroy unauthorized figures in the circuitry - ie, the player.
5. Story Overview
	1. Plot Summary:
		1. (I’m going to take a shot at this. Feel free to edit/comment - Greg)
		2. The Player (let’s call him Bob) is a ghost. He wander into an arcade and sees the game pacman, which is about the abuse and devouring of ghosts. He doesn’t like this, so he enters the game cabinet in order to change things. Once inside the cabinet, he finds an old pac-man ghost named “Bonnie” who had escaped the game. Bonnie agrees to help Bob on his quest, warning him about the dangers inside the game circuitry and what he’ll need to do to shut it down. Bonnie tells Bob to find the Master Circuit for the old circuitboard they are in, which will open a door to the rest of the wiring. On the way, Bob has to avoid a Bug Zapper.
		3. Once into the rest of the cabinet, Bonnie tells Bob they need to sabotage the “Fruit Dispenser” which places the special power-up fruit into the Pac-Man levels. Bob needs to access two different Master Circuits to disable the dispenser. A third master circuit in a hidden spot deactivates the Bug Zappers found on the level.
6. Game Progression
	1. Flowchart:
	2. Level and Scene Details:
7. Bibliography
8. Lessons Learned
	1. More group meeting time would have been extremely helpful.

|  |  |
| --- | --- |
| 1. Overview
	1. Appearance
	2. Story Abstract
	3. Gameplay
	4. Development Platform

 1. Game Mechanics
	1. User Interface Description
	2. Use Cases
	3. Storytelling
	4. Level Summary

 1. User Interface Design
	1. Key Screen Images
	2. Control Summary
	3. State transition diagrams
	4. Design Rules
 | 1. Artificial Intelligence
	1. Opponent AI
	2. Non-Player Characters
	3. Reactive Items

 1. Story Overview
	1. Plot Summary
	2. Story Board
	3. Character Bible

 1. Game Progression
	1. Flowchart
	2. Level and Scene Details

 1. Bibliography

 1. Lessons Learned
 |



