GLEB DENISOV / JASLEEN SINGH

DESMA 157B W10

JABBERWOCKY

Game Design Document

Game Overview

Genre

A networked, multi-player, and interconnnted-levels based game. Each level is an action-adventure or a puzzle. (See Primary Game Mechanic for more details)

Narrative

The game is inspired by the nonsense poem 'Jabberwocky' by Lewis Carroll:

'Twas brillig, and the slithy toves
Did gyre and gimble in the wabe;
All mimsy were the borogoves,
And the mome raths outgrabe.

"Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!"

He took his vorpal sword in hand:
Long time the manxome foe he sought—
So rested he by the Tumtum tree,
And stood awhile in thought.

And as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!

One, two! One, two! and through and through
The vorpal blade went snicker-snack!
He left it dead, and with its head
He went galumphing back.

"And hast thou slain the Jabberwock?
Come to my arms, my beamish boy!
O frabjous day! Callooh! Callay!"
He chortled in his joy.

Player assumes roles of the different characters at each level. The levels are designed to introduce the characters and the world of the first five stanzas (with our own interpretation of what the words mean) from the poem.

Primary Game Mechanic

This game is intended to be an interconnected multiplayer game, where a player's role and perspective changes per level. Each pair of consecutive levels are interconnected - that is the actions and goals of the players on a higher level dirrectly affect players on the level below. Thus every next level is akin to finding a new point of view which demonstrates and explains why the things are the way they are on the previous level.

For example as the player plays on a level, let's label it "a", she may notice some (possibly strange) behaviors which are accepted as part of the level. However, when she progress to next level, "a+1", she will realize that and how the actions she performs here direclty affect the players on level "a".

Each level, however, is a mini game in itself and thus contains other secondary mechanics, which will be describd in the levels section of this document.

Process Overview

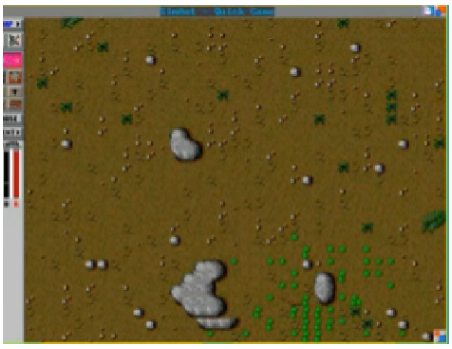
Inspiration (Visual)

A networked, multi-player, and interconnnted-levels based game. Each level is an action-adventure or a puzzle. (See Primary Game Mechanic for more details)

Glitch, Tiny Speck
(Not Released Yet)

Samorst 2, Amanita Design (2005, http://amanita-design.net/samorost-2/)

Kung-Fu Panda, Opening Titles Sequence (2008)



SimAnt, Maxis (1991)

Process Overview

Networking

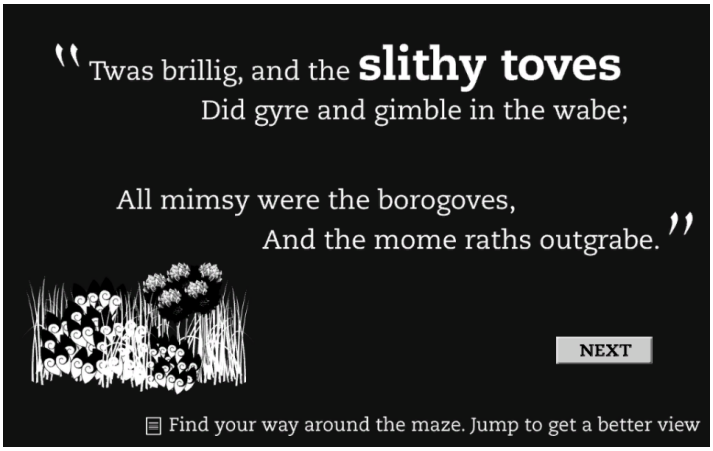
Unity makes the process of creating networked games pretty easy. With its Network.RPC() calls, game instances can easily exchange messages with each other, without encountering issues found in straight socket programming (serialization/ deserialization, player management, call buffering etc.)

However, one issue arose during testing the application. We were initially using another instance of Unity running on the same machine, but running a different project, to test the networking feature. So two different projects (but one a stripped down version, with just the networking bits) could exchange messages just fine, but only for some time. Thereafter, the RPC call mysteriously started failing. The only workaround was to build the project and use that to test it with the one running within Unity.

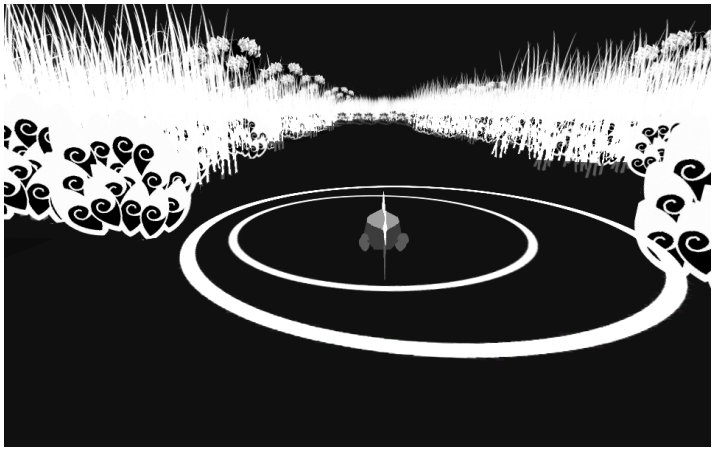
In the current version of the game at launch a server must be started for players to connect to. To do that one of the players simply needs to start up the game and choose the server option. For the same player to connect to the game he or she would need to launch a second instance of the game and choose the connect to option. The server instance of the game also serves as a debug mechanism, by displaying a log of all messages exchanged between all of the players.

Level One

The player is a fish in a swampy marsh, shaped like a maze. She needs to find her way to the Tumtum tree located at the end of the maze. The player can jump to get a better view of the maze, but it's a risk as sometimes, she gets swooped up by big claws and killed. Additionally, a spyglass can be spotted floating above, jumping up to get a spyglass results in a several seconds timeperiod where a little glowing moth helps the player leading him down the solution path. *(Latter mechanic not implemented in current game.)*



Introduction Screen



Gameplay Screenshot

Loose screen

Controls

Keyboard arrows to move and rotate, space to jump.

Connection To Other Levels

When a fish jumps up on Level One, it appears on the game field of Level Two.

Abandoned game mechanics

Originally we planned in addition to jumping mechanic, have portal doors that would either help the fish get closer to the finish or loose, depending on the actions of players on Level Two. However, it seemed somewhat redundant as it functioned exactly like the jumping mechanic risk wise and did not necessarily provide anything new - making the gameplay unncessary hard as there were too many risks for the player now.

Level Two

The player is a Jubjub bird, looking for fishes in the sea below. Jumping fishes from the first level become visible. The player must make the bird circle the fish, before swooping down to catch it. Player needs to collect five fishes to advance to the next level. However, she needs to beware that her fishes could sometimes be stolen at random. *(Stolen at random is only an implementation for the current release, and is not the planned upon mechanic, see for more detail below)*

Introduction Screen

Gameplay Screenshot

"Caught A Fish" screen

Controls

Mouse move for position. Mouse click to attack.

Connection To Other Levels

When a bird catches a fish the associated player on Level One looses. When a player sets up a fish trap, a spyglass item appears on Level One.

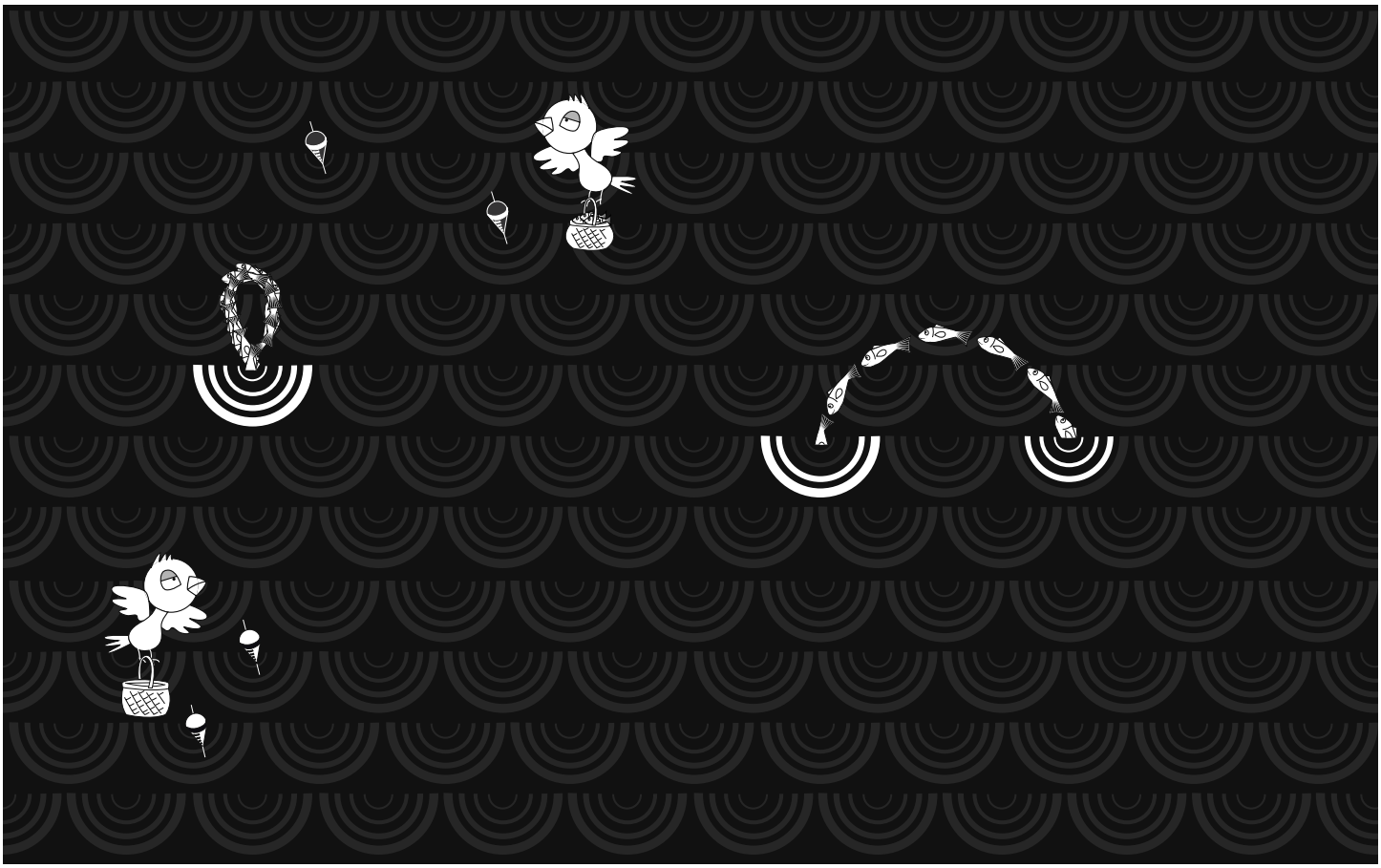
When the bird catches fishes that belong to others traps, they maybe stolen by the player on Level Three.

Planned game mechanics

Unimplemented mechanics include a little bit more control and a small risk factor for the bird. In a version fo the game where all bird players are on screen at the same time, bird players are allowed to set up fish traps at the center of each circle. When a trap is set up, a spyglass appears on Level One (see Level One for more detail). Each trap is labeled with it's owner. However, any bird can grab a fish that appears at the trap. The caught fishes are then sorted into two groups - those that were caught trapless or from the players own traps and those that were "stolen" from other players traps. The latter "stolen" category is vulnerable to actions of a player on Level Three, who can steal the fishes from it.

Level Two

Planned Assets Sketch

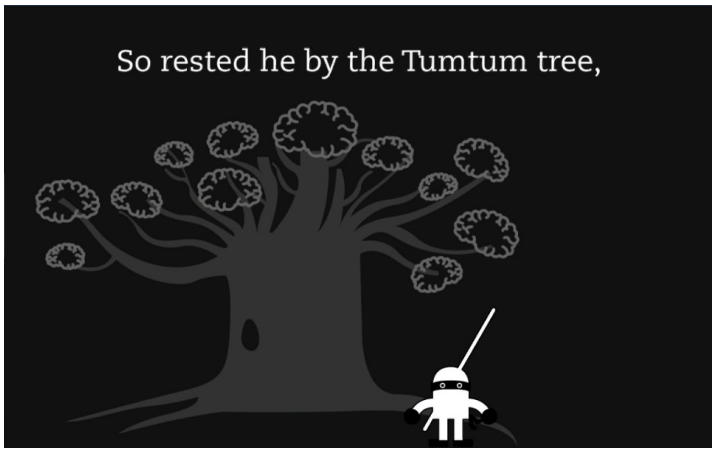


Level Three

The player controls the Samurai, who's lost in thought, trying to piece together a map to find a way to the fishes. The player must finish the puzzle in less than five minutes, or she will have to start over again. The earlier the player finish, the more fishes she gets.

The fishes help the player gain strength for the eventual fight with the ferocious Jabberwock.

Introduction Screen



Introduction Screen

Puzzle Screen

Controls

Keyboard arrow to control puzzle pieces

Connection To Other Levels

Currently implemented connections:
When a player completes the puzzle he steals fishes from players on Level Two.

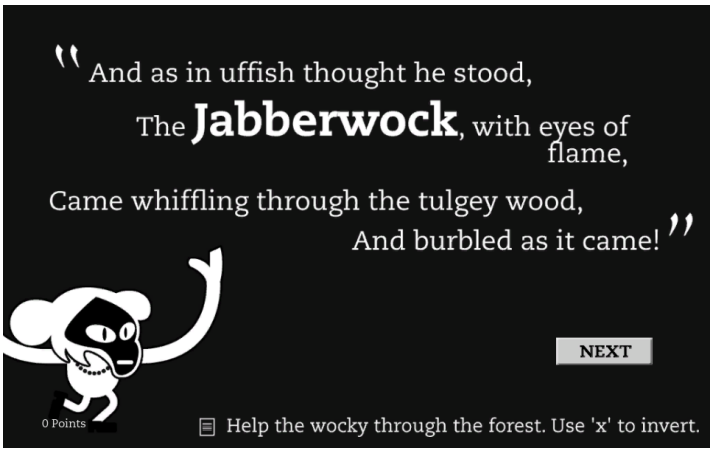
A player on Level Three can stun the player on Level Two, causing the player to not be able to work with the puzzle for a period of time.

Planned game mechanics

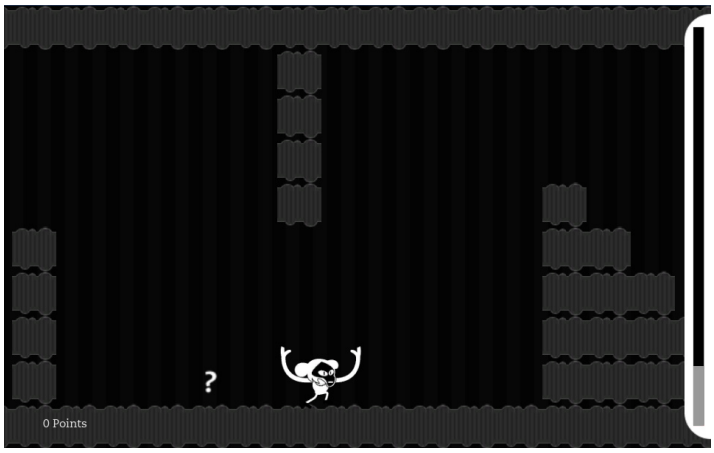
Alternatively the player is supposed to put together small jig-saw like puzzles from the "fruits" that fall off the Tum-tum tree. Thus the main mechanic for the player would be trying to jump up and poke the tree with the worpal sword to get the right pieces. Whenver, players on level two accumulate "stolen" fishes, a special "any puzzle piece" fruite appears. That fruit can be used to complete any of the puzzles. When the player pokes that piece, then he steals the fishes from one of the players on Level Two.

Level Four

Meanwhile, the Jabberwock is on the lookout for fishes too. Jumping from branch to branch in the treacherous forest, it picks up fishes and occasionally stuns the Samurai into temporary paralysis.



Introduction Screen



Level Four Gameplay

Loose Screen

Controls

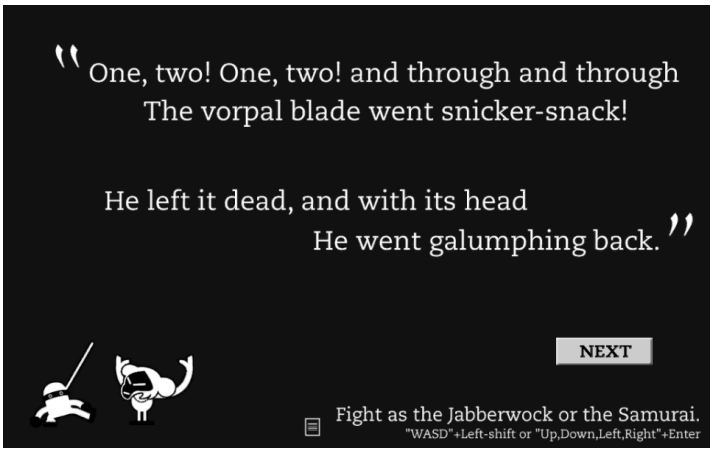
Space bar to invert. Keyboard arrows to increase / decrease the speed.

Connection To Other Levels

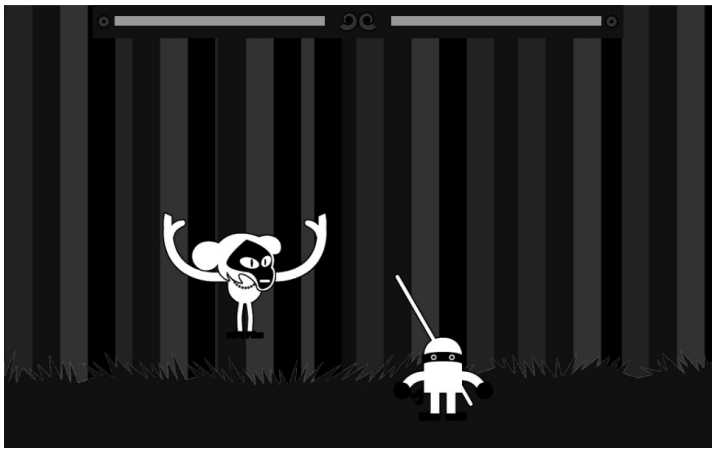
When a player on this level ecnounters "?" sign and runs over it, he has a chance of stunning the player on Level Three.

Level Five

The final showdown between the Samurai and the Jabberwock happens, as each tries to finish off the other. Standard type fighting game.



Introduction Screen



Level Five Gameplay

End Game Screen

Controls

Keyboard to control position and moves.

Additional Notes

Artificial Intelligence

For cases where there are insufficient number of human players, a basic AI will drive the objects and characters around.

STATUS: Not implemented due to time constraints

Audio

Free midi loops and nature sounds matching the action presented at each level will be used. Other sounds effects, such as Jubjub bird swooping down, or the Jabberwocky dying will be added as required.