

PARTNERS IN CRIME

Game Design Document (GDD)

(contact the design channel in the discord with questions)

“How does _____ WORK??”

- ROBBER:
 - Moving - Teleporting
 - Hold the teleport button to initiate the teleport arc. The arc changes in length depending on where you **point** the controller. Letting go of the button initiates teleport.
 - Camera moves swiftly to the new location so it feels like a **dash**.
 - **VIDEO REFERENCE!!:**
<https://youtu.be/opcQU2AMX8Q?si=6lNhIODOajG-LUSz&t=46>
 - Vignette for motion sickness
 - Speed lines for cool factor
 - Does not need to rotate player orientation as you teleport
 - How do we prevent clipping through walls?
 - If the teleport arc is going through a wall the arc will turn red to signal that you can't teleport through walls, and letting go of the button will not teleport you.
 - Cashing in
 - Item goes through window to trigger cash in. Window itself is the trigger to prevent items from getting stuck on the windowsill.
 - Money counter updates and plays kaching sound.
 - Throwing

- Player has to throw the item by winding up and releasing the button when they are ready to throw it forward. Like they are actually throwing them.
 - For Programming to determine.
- How do we do it so that the throws are powerful enough to get objects through the window?
 - For Programming to determine.
- **IDEA: INSTEAD OF GRABBING AND THROWING...**
- **Option 1:**
 - **RIGHT HAND = SUCKING**
 - **LEFT HAND = BLOWING**
 - Players can suck up a maximum of (x) items with their vacuum into their vacuum bag
 - In-game UI tells the player how many items they currently have/if they're at their limit
 - Players can blow out the items in their bag with their blower
 - These items get blown out at a predetermined trajectory, speed, and distance
 - **EXTRA IDEA:**
 - Larger items cannot be sucked up and sent to your bag
 - They act like a plug to the vacuum
 - Players must continue holding the suck button and carry the large item to a window, then release the button to drop it out
- There should be a projection line of the item you're about to throw/shoot
 - That means the throwing action should start with holding the throw button to show the projection

and releasing the button throws the object.
(Splatoon bomb type beat)

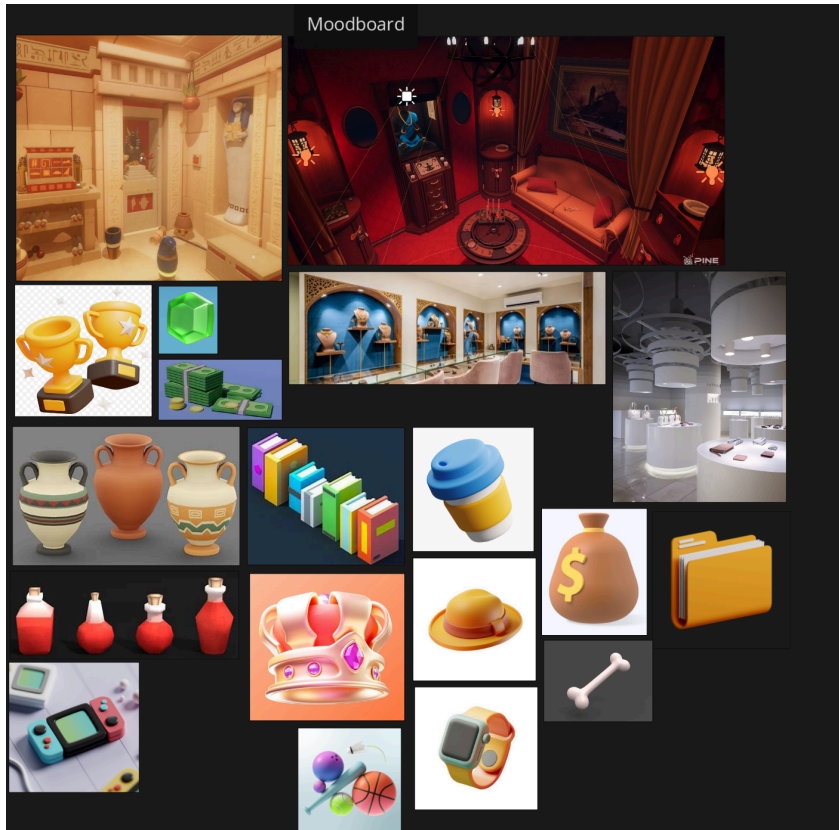
- There is also a line to point out where the inhaling hand is pointing to at all times, and if that line is touching an item it is highlighted.
- Holding items
 - Press trigger button to grab an item.
 - Holding trigger button holds the item.
 - Letting go releases the item.
 - Letting go while moving arm will “throw” the item.
 - Can hold an item in both hands.
- Picking up items.
 - A way to magnetize the item to player when they try and grab the item. Or rather a cone cast that acts as an extension of your arm, you can grab objects if they are inside the cone.
 - This is to prevent players from having to bend down to grab objects on the floor
 - Does the object have an indicator for when it's close enough to grab?
 - Programming and Art
 - Does your hand knock things over?
 - Yes as long as it doesn't make things janky
- Breaking items
 - MOST valuable items should not be breakable, breakable valuables have very high value.
 - If a breakable object leaves your hand and hits the floor or a wall with enough velocity it will break.
 - Breakable Glass displays encasing valuables
 - Any object or hand that hits the glass will break it. (Extremely fragile glass)
 - Hand can be in any position
 - Breakable vases that contain gems

- Pinged Item
 - When an Item is pinged, it will emit a sound and have an outline appear that is visible through walls.
- HACKER:
 - Pinging items
 - How will they see the items on the UI?
 - You can see every item in a selected room
 - When zoomed out into full map it shows you what rooms still have items by an icon
 - Items are not specified, just location
 - When you hover over the item it shows the value and lore of the item
 - When hovering player sees: 2-D Image, short description and value of the item
 - How do the objects indicate they are pingable? How do they know they have been pinged?
 - The item upon being pinged has visual and sound effects.
 - Players can select and ping only one item at a time, not an area of items.
 - Pinging item B gets rid of the ping on item A
 - Zooming in and navigating the map
 - How do they do it?
 - Left click to zoom into a room
 - Rooms have thick lines to distinguish one another
 - When hovered over these lines change color in order to indicate which room the hacker is selecting
 - Left click zooms in
 - Right click to zoom out
 - UI buttons to move to different rooms connected to one another.
 - Is it based per room or the map as a whole?

- Per room
- Hacker's disabling interface
 - Obstacles
 - When hacking anything in the game the window will pop up and the player will have to type in characters in order to hack the obstacles.
 - The time before reactivation is a filling in a circle.
 - Obstacles are always visible, both in floor view and room view
 - Needs to indicate how long the obstacles is disabled
 - Having a number countdown on the icon?
 - Having the ui be circular and having it slowly fill up to disable it.
 - Negative feedback loop for the Hacker?
 - Robber tripping laser deactivates hacker screen momentarily??

“How do things LOOK??”

- Moodboard:



Moodboard Takeaways:

- The general roundness and simplicity of the assets
- Lighting and vibe of the room on the top
- Fun and cartoonish themes to balance out the fact that players are *stealing* from a guy
- Mansion (Environment)
 - Treasures and textures separated by rooms
 - Room art-styles
 - Archaeology - Library
 - Jewelry - Walk-in closet
 - IM Richman - Bedroom
 - Vault room
 - EXTRA: (Put on in-game timer: 20-seconds left, sound plays, vault opens)
 - Art - Lounge

- Ocean - Bathroom
 - Rooms are living areas, but theme-d (concepting required!)
- List of required assets:
 - Lasers
 - Items
 - Artistic Freedom
 - 2 different art assets per valuable:
 - Pre-Ping
 - Post-Ping
 - Hacker's POV
 - Spotlight
 - Artistic Freedom
 - Hacker item value UI.
 - UX
 - Windows
 - Outside the windows
 - Artistic Freedom
 - Average starry night
 - Maybe 2D tree elements?
 - The timer
 - UX
 - VR player's hands
 - Artistic Freedom
- Mansion interior lighting
 - Dark, but not too dark
- End Game Score Screen
 - Artistic Freedom
 - UX
- Stickers dependent on how much money the partners made
 - UX

- ENVIRONMENT:
 - Windows
 - Open?
 - Breaking Glass?
 - Blocked by Laser Grid?
 - Laser walls
 - What is the consequence of hitting?
 - Are they just a way to stop teleport?
 - How do we prevent a player from reaching through them?
 - Spotlights/Security Cameras
 - How are they different from lasers?
 - How do they disable it?
 - Same consequence of hitting?

“How does _____ SOUND??”

- ROBBER Sounds:
 - Hacker’s ping
 - The sound of picking up items
 - Different sound dependent on item
 - Plastic
 - Metal
 - Gold
 - Etc
 - Sound effects for the end of the game
 - BGM
 - Items being cashed in
 - Outside person’s call-outs.
 - Throwing
 - Police Voice
 - Sirens
- HACKER Sounds:
 - Breaking Windows

- Sound effects for the end of the game
- UI pop ups
- BGM
- Laser sounds
 - Turn on
 - Turn off
- Hacker's ping