

Mudd: the Game – Party!

Design Document

Version 1.0

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I. Overview

Mudd: the Game – Party! is an action game in which the player controls Corey, a bored CS major endowed with his Mighty Fro and a desire to reduce the student body's productivity to zero. The game involves speedy reflexes and quick thinking and will appeal to anyone who's bored out of their mind and wishes to avoid doing any real work.

The main task of the player in Party is to relieve students of their tedium by tossing Red Cups (a school wide symbol of happiness) at them, sending them into a fervor of partying. At the same time avoiding Professors, who prowl the dorms making sure students stay on task.

II. Game Mechanics

Overview

Mudd: the Game -- Party! is a top down shooter similar to the Nintendo game *Smash TV*. The play control is very similar, but the game involves more avoidance of enemies rather than haphazard shooting. Similar to *PacMan*, most

of the game will be spent fleeing enemies instead of attacking them. The point of the game is to save as many students as possible without getting caught by a professor, causing his GPA to lower.

Winning/Losing

The game ends when either Corey has been led through all the levels and chills the Prof's out or is captured by a Professor too many times. Saving all the students in the dorm completes each level. The number of students left to save is displayed at all times at the bottom of the screen.

Taking Damage

Players start out with a 4.0 GPA and lose 0.5 points ever time a Professor catches him. If he drops below a 2.0 GPA, he ITR's (drops out) and the game is over. Basically, Corey's got five lives. Each time a Professor comes into contact with Corey (catching him), that professor runs off the screen to change Corey's grade in the gradebook and Corey's GPA falls.

Camera

The view is unchanged throughout the entire game and is top down, though the sprites are to be slightly tilted to facilitate ease of differentiation between characters/enemies. The view is centered on the player, so as the player moves the screen pans with them to keep Corey in the center.

Controls and Movement

The controls for Party are fairly intuitive, being similar to many existing games. These controls are discussed more later, but immediately below is a summary of the different commands. Though the input here is received through the keyboard, they are simple and few enough that they could easily be mapped to a game controller.

- Rotation – Left Arrow/Right Arrow - Left rotates Corey counter-clockwise, Right rotates him clockwise.
- Forward Movement – Up Arrow - Up will move Corey in the direction that he is facing.
- Down Arrow – This key is unused. Corey cannot move backwards... He'd run into walls and stuff.
- Throw Red Cup – Left Control – This will cause Corey to toss a Red Cup with spectacular accuracy. (May throw Shot Glasses or Kegs if a power-up is encountered)
- Throw Assignment – Left Alt – This will cause Corey to toss an assignment.

General Movement:

The movement in Party is similar to that of Asteroids. The player can rotate Corey clockwise and counter-clockwise and move him forwards. Unlike Asteroids, he will not drift forward, nor can he move backwards. Movement is relative only to the direction that he is facing, not the screen's orientation. So the

Up Arrow will not move him towards the top of the screen if he is facing to the right, it will move him to the right. He will stop automatically and immediately when movement keys are not being pressed.

Actions:

- Picking Up Items – Various items can be picked up simply by moving Corey over them. These items will most often be assignments, but can also be power-ups such as Shot Glasses or Kegs.
- Throwing Red Cups – Red cups are thrown by pressing the Throw Red Cup key. They will move in a straight line in the direction that Corey was facing when they were thrown. Red Cups will travel until they reach a character, wall, or the edge of the screen. If a power-up has been obtained, that power-up (Shot Glass or Keg) will be thrown instead of a Red Cup. They travel exactly the same as a Red Cup.
- Throwing Assignments – Assignments are thrown by pressing the Throw Assignment key. These travel exactly the same as a Red Cup.

III. Artificial Intelligence

Enemy Artificial Intelligence

The Professors (for the most part) did not graduate from HMC and if they did, that was really too long ago for it's impact to remain, so a savvy gamer can learn their simple behavior and use it to his/her advantage through out the game. Professors will chase Corey by moving directly towards him at all times. Walls or other obstacles in their way will stop them cold.

Student Artificial Intelligence

The diligent Students are completely immobilized by their homework (possibly sleeping on it) and will not move until Corey frees them. Once they receive a Red Cup (Or powered-up equivalent), they will immediately enter a drunken frenzy and run off the edge of the screen to party! They just move in a direction away from Corey until they hit the edge of the screen and disappear.

IV. Game Elements

Items

- Red Cups – Red Cups are not picked up. Rather, Corey has an unlimited number of these to throw at the students that he encounters.
- Assignments – Assignments are represented as blue books. These are left behind by the students once they are liberated and then Corey may pick them up. He will have a limited number of these so they must be conserved.
- Shot Glasses – This power-up works just like a Red Cup, but the firing rate will be much faster.
- Kegs – This power-up works just like a Red Cup, but when it hits an obstacle, it will explode, affecting a large radius.

Characters

- Corey – He is the main character of *Party* and is guided by the player. In the game, he gets sick of doing his CS121 homework and decides that no one should have to work tonight. Determined to save everyone from their labor, he grabs a backpack full of booze and a stack of red cups, steps out of his room in Linde and starts his adventure.
- Students – The Harvey Mudd student body is a diverse group and may not always be easy to sway. No worries though, a few drinks will put them in the right mood.
 - Linde – Tend to be out in the courtyard where they're easy to find.
 - Case – Quite types that tend to huddle in their room
 - Atwood – Atwood's just so big! There are sooo many of them.
 - East – Bunch of freaks...Get in and out as soon as possible.
 - North – Jock types. One drink won't be enough.
 - South – The dorm's all singles... it's a like a maze.
 - West – Hard core drinkers. These guys will take a lot to get drunk.
- Professors – These PhD wielding slave drivers will chase Corey to the ends of the Earth in an attempt to thwart his master plan. An assignment or two thrown their way may deter them momentarily as they rush off to grade them, but beware. They'll be back.

V. Game Progression

- Linde – Corey's home turf. The students here will be gathered in the courtyard smoking while they do their homework so they should all be easy to find.
- Case – This veritable fortress has only one way in and out and has halls. Corey will have to check in each room to save the entire dorm.
- Atwood – The largest of the dorms. Three floors, each with 4 suites. The suites tend to be where the students gather.
- East – No one in their right mind wants to hang out here. There are only a few people worth saving. Get them quick and leave before the Profs catch Corey.
- North – Designed exactly the same as East, the burly Northies will most likely require two drinks before they're inebriated enough to go party.
- South – The architecture of this dorm (all singles) is somewhat complicated and may be hard to navigate though. Don't get caught by the Professors in a cramped suite.
- West – These veteran drinkers/partiers may take many drinks before deciding that they can no longer work. The architecture should be familiar by now though. Same as East and North.
- Academics – There are a few scattered students in the maze of the Libra complex. They must be saved before they actually accomplish any real work. Once that is done, advance to the conference room where the staff meeting is being held and help the Professors chill out.

- Conference Room – Once here, the Professors will be susceptible to your drinks. Use the desks and tables to your advantage and get the party started.