

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 a 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 saves all the students 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 0.2 points every time a Professor catches him. If he drops below a 2.0 GPA, he ITR's (drops out) and the game is over. Each time a Professor comes into contact with Corey (catching him), that professor disappears from 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 viewed from an overhead view and since the tops of people's heads aren't very distinctive, the characters are somewhat color coded to facilitate ease of differentiation between characters/enemies. The view is pretty much 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 – Causes Corey to move backwards.
- Throw Red Cup – Space Bar – 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 – “Z” – 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 and backwards. Unlike Asteroids, he will not drift forward. 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 can be assignments, or 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. They will bounce off of walls. 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. But have different firing rates and do different amounts of damage.
- 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 enough booze, (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 are far enough away from him at which point they will disappear into the night.

IV. Game Elements

Items

- Red Cups – Red Cups are Corey's default weapon. Corey has an unlimited number of these to throw at the students that he encounters. They fire at a medium speed and four will save a student from actually getting anything done.
- 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. Each one that he picks up will give him two shots. These can be used to temporarily delay a professor if it is shot at one. The professor will disappear and respawn somewhere else after grading the assignment. (Note: Professors can grade fast, so look out. The respawn is random.)

- Shot Glasses – This power-up works just like a Red Cup, but the firing rate is much faster and you will need to hit students 10 times to get them sufficiently smashed that they'd be willing to stop working.
- Kegs – This power-up works just like a Red Cup, but when it hits an obstacle, it will explode, affecting a large radius. A single keg can get a student wasted and even other nearby students in it's blast radius. Be careful though, the blast is intense. Though it won't hurt Corey (he's already quite gone) the blast may knock him back or even through walls, which could put him within the reach of a professor.

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.
- 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 may be gathered in the courtyard smoking while they do their homework or perhaps in one of their spacious suites.
- 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. Slightly bigger than Linde, Corey's got his work cut out for him.
- Atwood – The largest of the dorms, tons of students to save. Each floor has 4 suites. The suites tend to be where the students gather, but they may be anywhere. Be careful not to get trapped in the suites by the professors.

Corey only feels compelled to save the people living in the outer dorms. So those in the quad will just have to suffer for now. Can anyone say "sequel"?

Future Versions may include:

It's not a party without the other dorms. So Corey's gonna have to go get them sometime. When the rest of Mudd is implemented, the students should be somewhat distinct. Different sprites for each type of student would be added. And not all students are equal when it comes to drinking. Westies and Northies should require more booze than everyone else.

East – Bunch of crazies...Get in and out as soon as possible.

North – Jock types. Make their drinks double strength.

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.

More levels will have to added as well. And a boss level!

- East – No party animal 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 twice as many 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.