

Juvenile Disaster



Game Bible
Presentation
DAGD 150
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Juvenile Disaster

The Story - A toddler named Dylan is dropped off with his favorite teddy bear to a babysitter who lives in a big mansion. The baby sitter is very neglectful and has a sibling who is a bully. The family dog, which is not well behaved, rips his teddy bear from his hands and runs off with it



THE MANSION

Built: 1956
Rooms: 54
Floors: 5



**THE TODDLER
DYLAN**

Age: 2
Job/Career: Putting things in my mouth
Attribute: Intelligent, Stealthy, Agile
Flaws: Fearful



THE BABYSITTER

Age: 15
Job/Career: Talking on her phone.
Attribute: Dexterous,
Ambidextrous, Contortionist
Flaws: Always busy



REX - THE DOG

Age: 3
Job/Career: Chew up
Toys.
Attribute: Strong
Flaws: Easily Distracted



THE BULLY - JORDAN

Age: 6
Job/Career: Destruction
Attribute: Tough
Flaws: Short Tempered

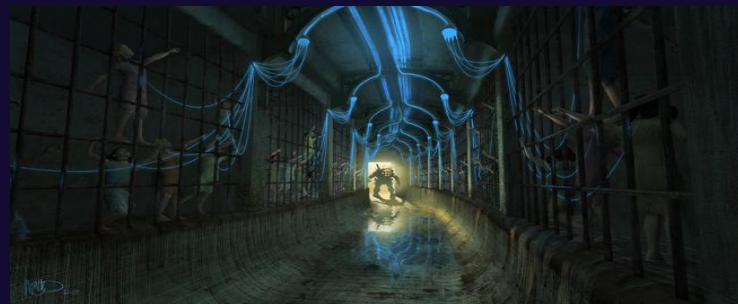
Visual Design

Art Bible

Moodboard - Undamaged



Moodboard - Damaged



Moodboard - Power

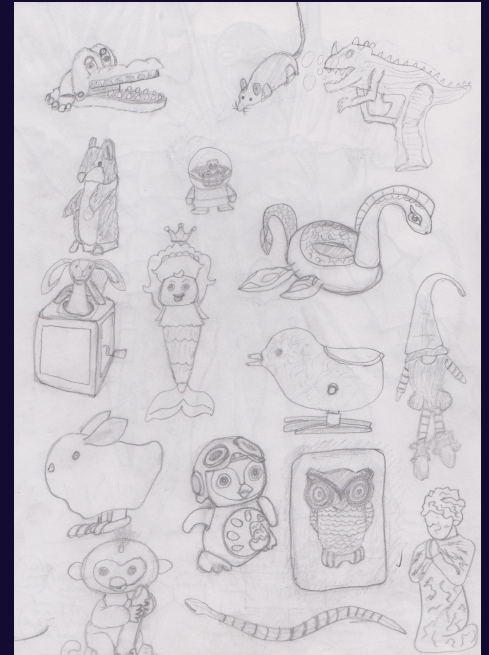
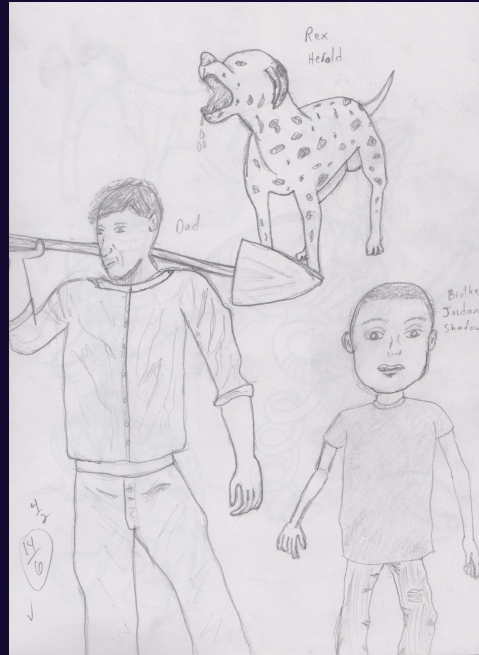
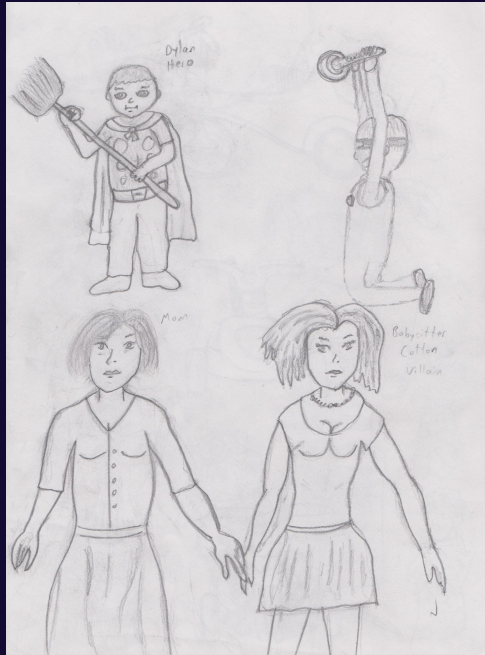


		
BLIZZARD Targets take 25 points of frost damage for 10 seconds, plus Stamina damage. COST 773	FIRE STORM A 125 point fiery explosion centered on the caster. Does more damage to closer targets. COST 997	LIGHTNING STORM Target takes 112 points of shock damage per second Health, and half that to Magicka. COST 1000



Concept Art

Initial Character Sketches- Main characters and toy ideas.



Concept Art

An image of the main hub room



3D Design

Link for 3D Model ideas here:





Gameplay Design

Mechanics Overview

Control and UI Layout

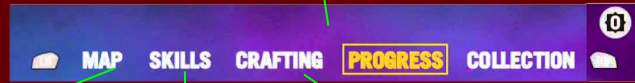
Controls



UI Layout



Pause Menu

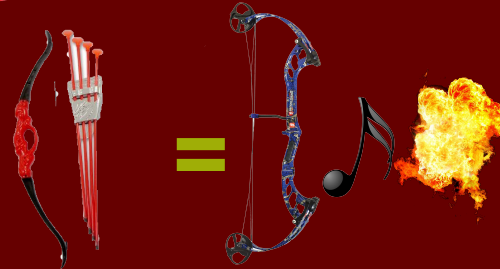
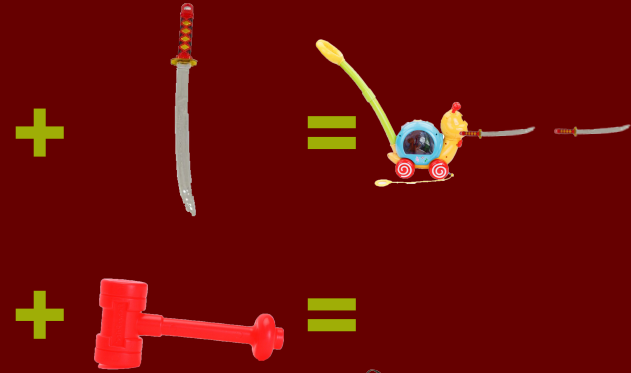
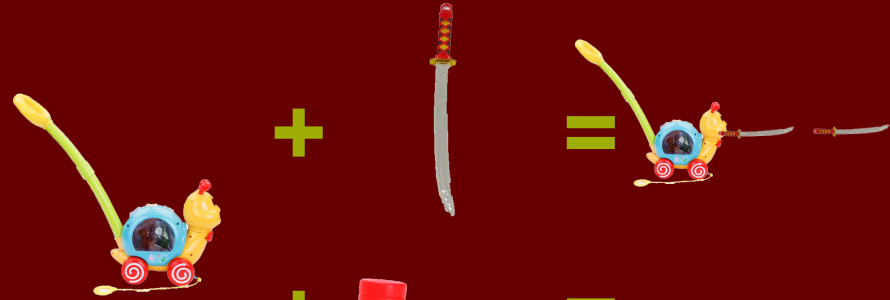


Combo Items

There are many possibilities to come from experimenting with different item combinations. Here are some of the possible combo items:



or



Level Up



As the player defeats enemies and completes objectives they will earn experience points, and each time they level up there will be a boost in stats, as well as a perk point which can be used in a slot of the player's choosing.

THE STORY BIBLE

Excerpt from JUVENILE DISASTER:

“In this suburban neighborhood, there are many areas of abandonment. Your only security, is the teddy bear you’ve had since birth, you can’t live out it.

The protagonist is you (Dylan) a toddler, who finds himself left at the creepy new babysitters house, alone without your teddy bear . Suddenly your thrust into combat with enemy toys and all you have to start with is a slingshot and some letter blocks. He barely escapes unscathed but the battle has left him exceptionally fearful of continuing anymore exploration.....”

The Script

Excerpt from JUVENILE DISASTER:

Dylan

I need my teddy, but I can't it's too dangerous

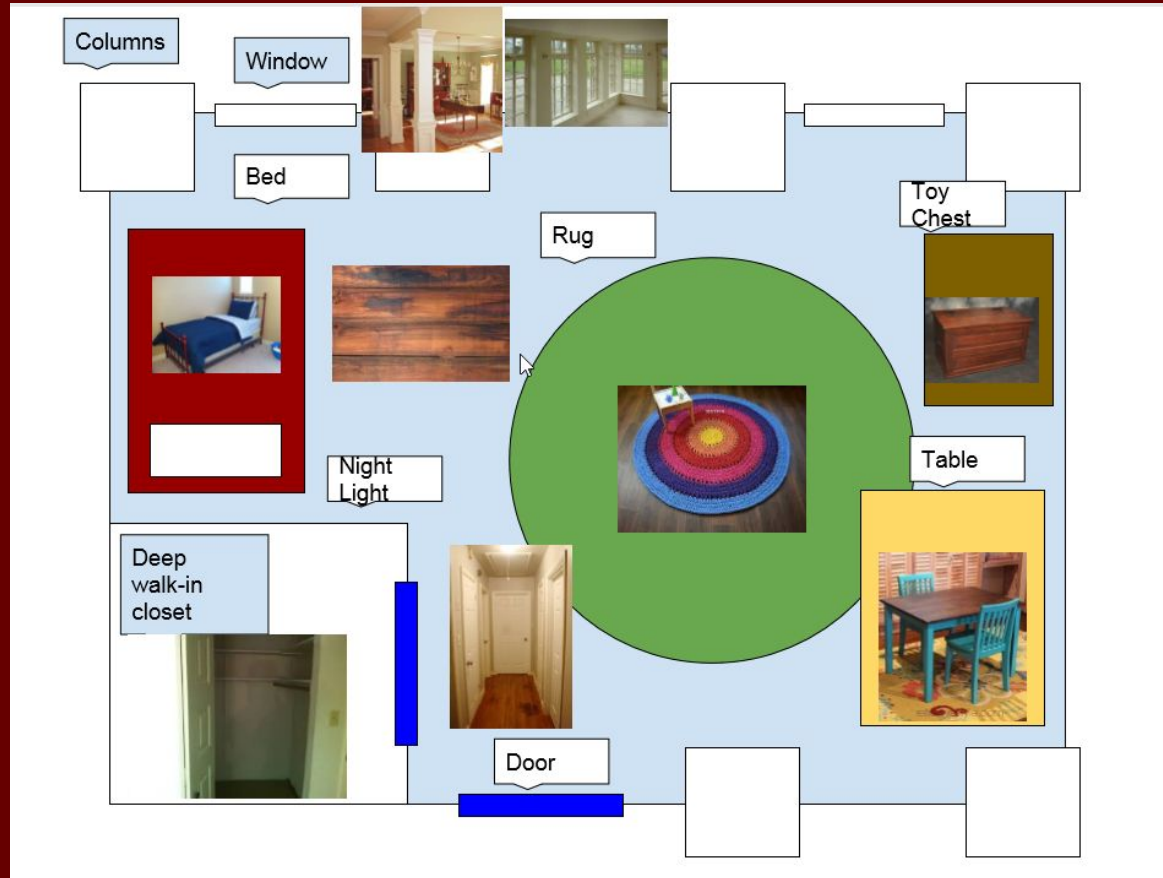
Stinky

If you want to see your bear again, and survive, you have to get out of here. You must first find your way out of this room. But if you promise to help me get my drumsticks back from Rex, I'll give you these: a backpack to carry your belongings, a flash light, and a monitor, And if you take this end of the baby monitor, I'll keep my side on all the time, if you ever need advice or hints, just hit the call button. This will give you the ability to be brave if you talk to me regularly, as you embark on your journey,

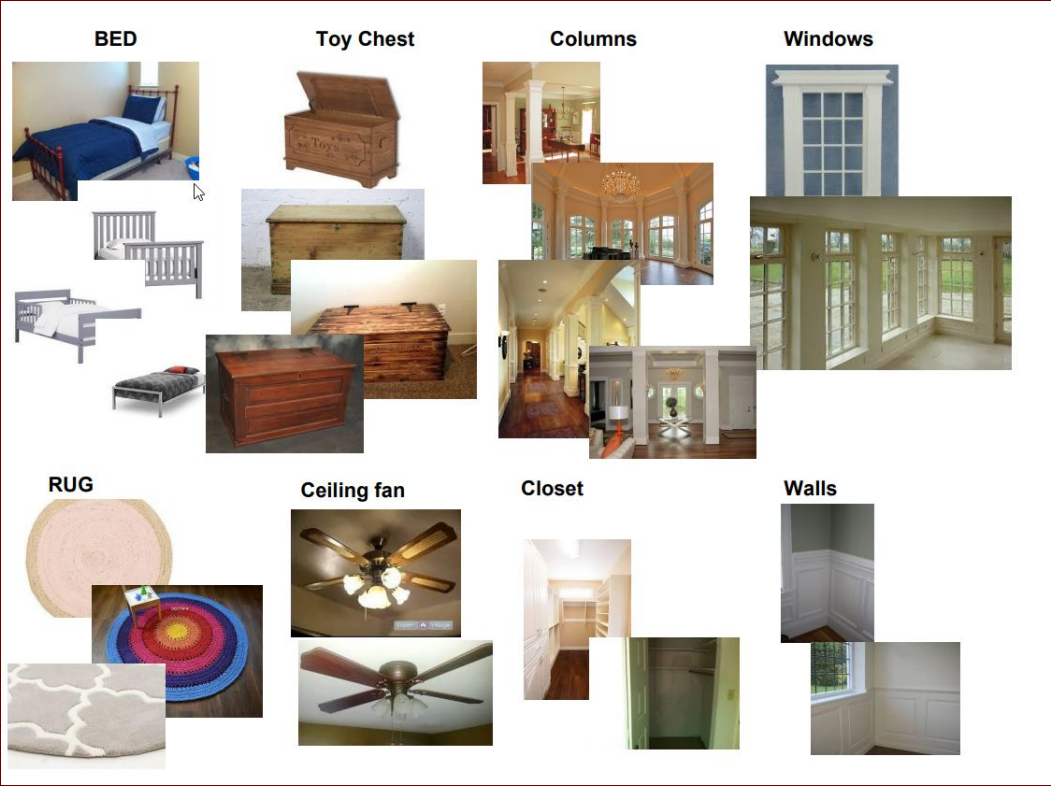
Blueprint & Experience Map

Jackson Winn

Room Blueprint



Bedroom Mood Board



Mansion Mood Board

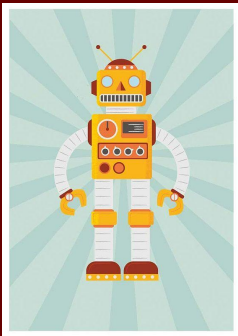
Mansion Mood Board



Bedroom Notes

- Toys scattered around the room like trains, cars, planes, etc.
- Toy Train track going around rug
- Night light centered next to bed, generic
 - Creaky Wooden floor with giant circular rug in middle
- Glow in the dark stars on ceiling
- Posters around walls, generic kid friendly
- Creaky doors

Poster Mood Board



Experience Maps

Level 1

Version: 04/10/2018

Designers: Jackson
Winn,

Pitch: A young child, left alone with his brother and a babysitter, struggles to find his lost teddy bear in a seemingly endless mansion filled with obstacles blocking his path.

Psychographics: Expression, Discovery, Challenge, Narrative.

Woman would enjoy this more, as they are drawn towards expression and narratives. But men would enjoy this, because of the discovery and challenge.

Level Goal: Find a way out of your locked room.

Conveyance: The player is unable to leave the room, after the teddy bear is stolen.

Experience: Trying to take back teddy bear

Obstacles: Blocked door, enemy toys

Goal: Get out of the room

Skills:

Feeling: Defenseless, awe,

Thinking: How do I get out of here?

Task: Explore the room

Assets: Bedroom, bed, door, toys, toy chest, alphabet blocks, teddy bear, ceiling fan, window, toy train set, bed, bookshelves

Coding:



Feeling: Clueless, puzzled,

Thinking:

Task: Find things to craft a rope / grappling hook.

Assets: String, hook, tape, grappling hook, claw, rope.

Coding: Shooting hook

Feeling: Happiness, proud

Thinking: Oh, this is how you get out!

Task: Turn the knob with the grappling hook

Assets: Door button, hallway assets.

Coding: Door opening, closing

Experience: Crafting

Obstacles: Hard to reach items

Goal: Find items to craft

Skills:

Feeling:

Thinking: Where are some items

Task: Explore the room / look for items

Assets: Rope, toy guns, toy dart / nerf bullet

Coding: