

1. The Squirtle Squad

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2. Title: The Three States of Greg



Figure 1: Game Logo

3. "It's going to take more than one state of Greg to escape."

4. Summary –

Greg's been kidnapped! To his great surprise, he's found himself with brand new powers – he can mutate into the three states of matter! In this new puzzle platformer, control Greg as he escapes the secret laboratory, and collect puppies from the clutches of the dog-hoarding scientists. But beware! The evil scientists have other plans... If they can't have him, no one can!

- Use Greg's powers to navigate through a myriad of levels to escape!
- Solve puzzles and thwart the scientists' traps!
- Collect as many puppies as you can!

5. Setting –

Secret laboratory underground. Rich color schemes, brighter farther away. Various evil gadgets and wires hanging loose are seen in the background. Many colors are used in the level to keep the lab looking brighter and less gloomy. Each room will have one color as a main theme. A sense of entrapment with a glimmer of hope. Each level will have a series of puzzles to solve in order to get out of the lab, as well as one puppy to save per level. Maybe two per level. Some may be behind lock and key.

Characters –

Greg – A young man of 19 or 20, a little chubby but adorable. Out for an adventure, but true to his beliefs. Able to change from gas to liquid to solid at will due to an underground scientific breakthrough. Blond hair, blue and white striped polo, khaki shorts, black shoes, and white socks. Loves puppies.



Figure 2:

Greg



Figure 3: Evil Scientists

Evil Scientists – Two females, one tall, one short. Dressed in white lab coats, colored turtlenecks, and dark pants. Shorter scientist has heels, and taller scientist has converse sneakers. Hellbent on keeping their experiments intact. Crafty, aloof, sure of their control. Probably Asian-like features.

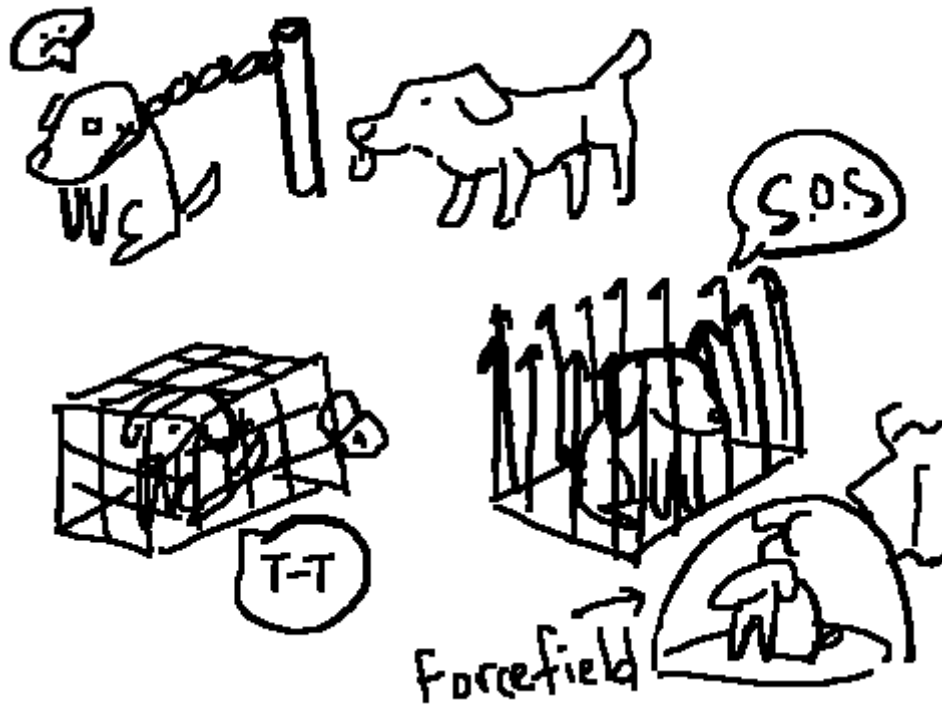


Figure 4: Puppies

Puppies – Labrador retriever puppies, both chocolate and yellow. Innocent, scared, sometimes scared, sometimes lost. Fuzzy balls of adorable.

Backstory –

Greg is sick of sitting around, doing homework all day. On a whim, Greg investigates a newspaper ad, wanting test subjects for a new up-and-coming superhero potion! Being a man of science, he investigates. Little does he know that he's being lured into a trap set by two evil scientists, hellbent on creating a monster of matter! He goes to the secret underground lab, (named the Daiye Spa,) to participate in the study, but he is soon captured and knocked out. When he comes to, he feels light, as if he was made of gas. As consciousness streams back into view, he realizes he can change form at will! Now, he must escape. However, as he walks through the labyrinth of the lab, he notices quite a few puppies, waiting for testing. He must

escape, but... the puppies! Greg resolves to take it upon himself to save as many puppies as he can, as well as escape the laboratory.

Interactions –

Greg : Puppies :: Savior : Trapped

Scientists : Greg :: Police : Criminal

Puppies : Scientists :: Tenderloin : Butcher

6. Gameplay

States –

Gas:



Liquid:



Solid:



Gas – Can float in all directions, over obstacles, and up to high platforms. Is vulnerable to fans and acid bubbles.

Liquid – Can jump slightly, and can sink into puddles to flow under low doors. Vulnerable to electricity.

Solid – Cannot jump. Will sink in water to explore.

Controls –

[X] – Jump

[1] – Gaseous State

[2] – liquid state

[3] – Solid State

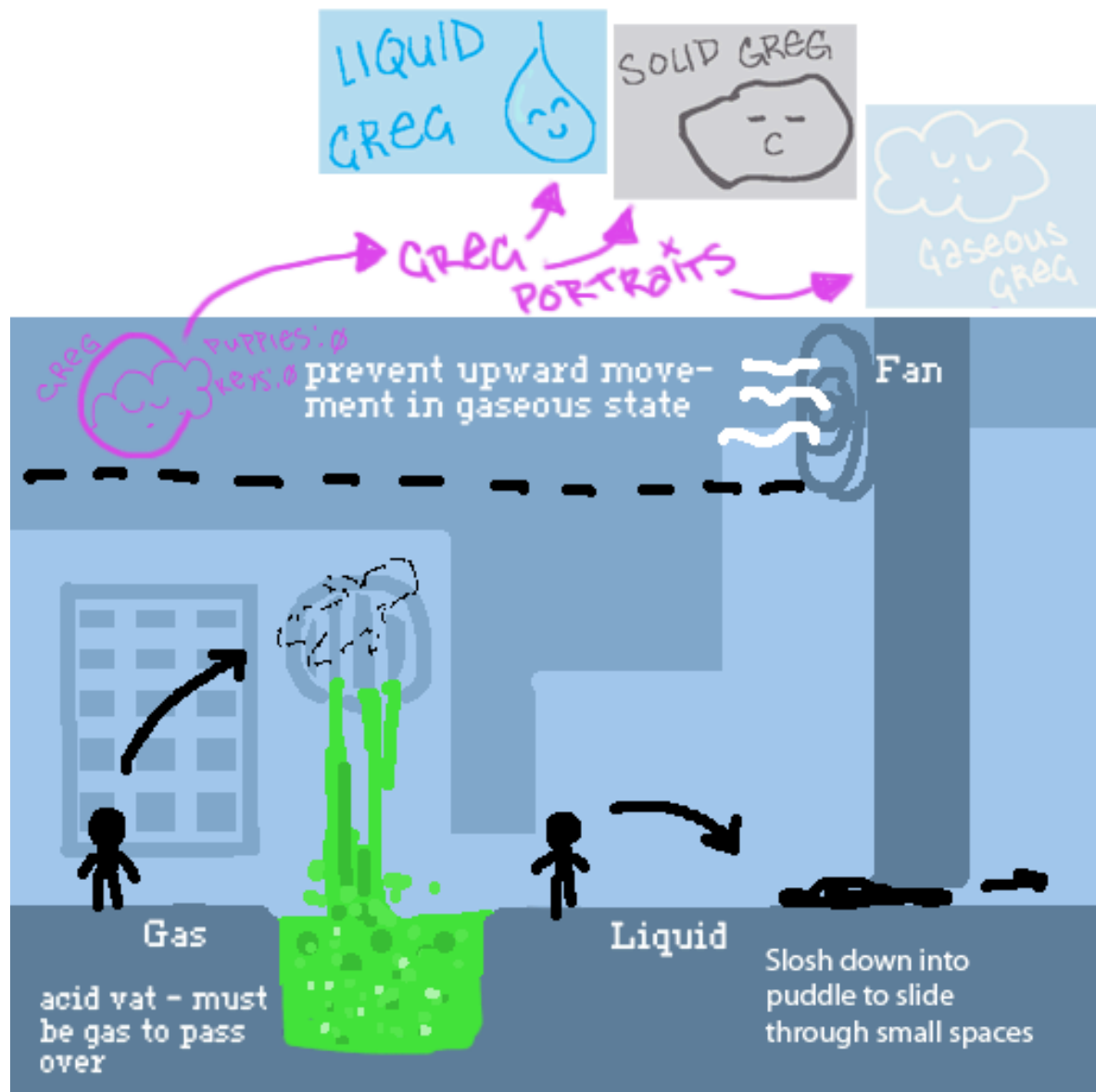
[Arrow Keys] – move

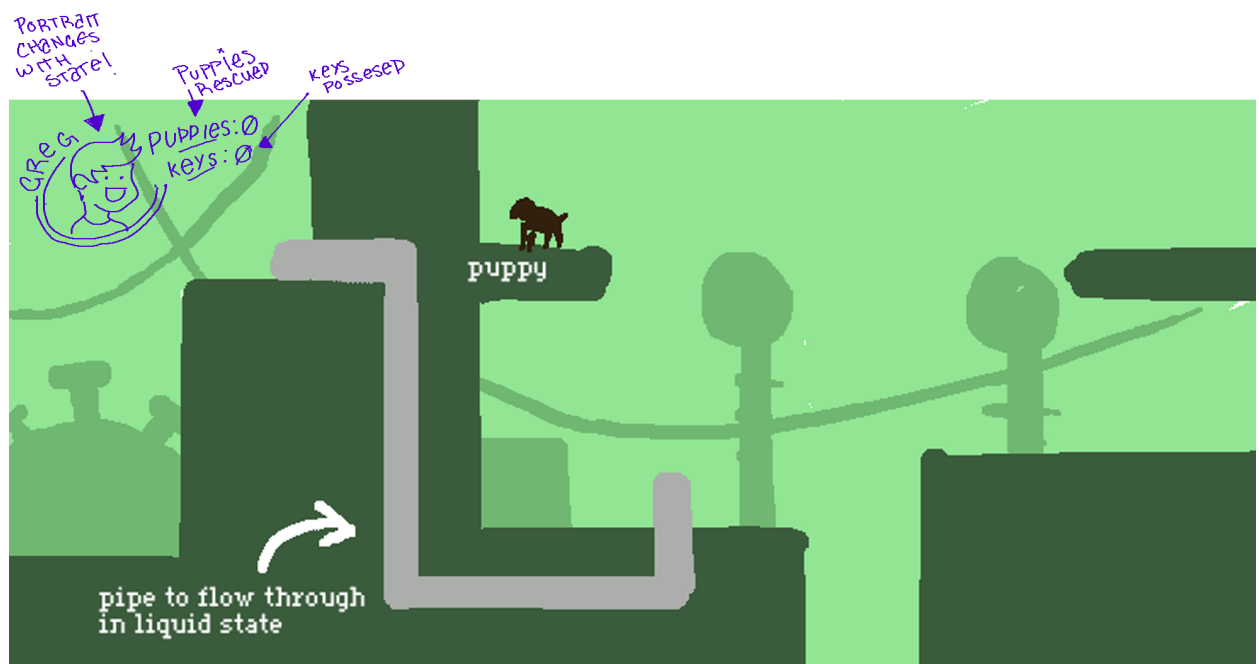
[Enter] – advance dialogue

Use the arrow keys to move Greg around the screen. There will be obstacles that Greg will encounter that he will have to be in either the gaseous, liquid, or solid state to overcome. If there is a pitfall or a vat of acid, he will have to float over as a gas. If there is a fan, he cannot progress further as a gas and must be liquid or solid. Electric walls will not let Greg progress until he finds the hidden switch and presses it. If there is a small crack under a door, he will have to be liquid to seep under the door. If there is a pipe, he will have to be liquid to flow down the pipe to a new area. Evil scientists will be roaming the premises, and he must find a way to defeat them to proceed. It is optional to collect puppies, but keys are collected automatically when touched.

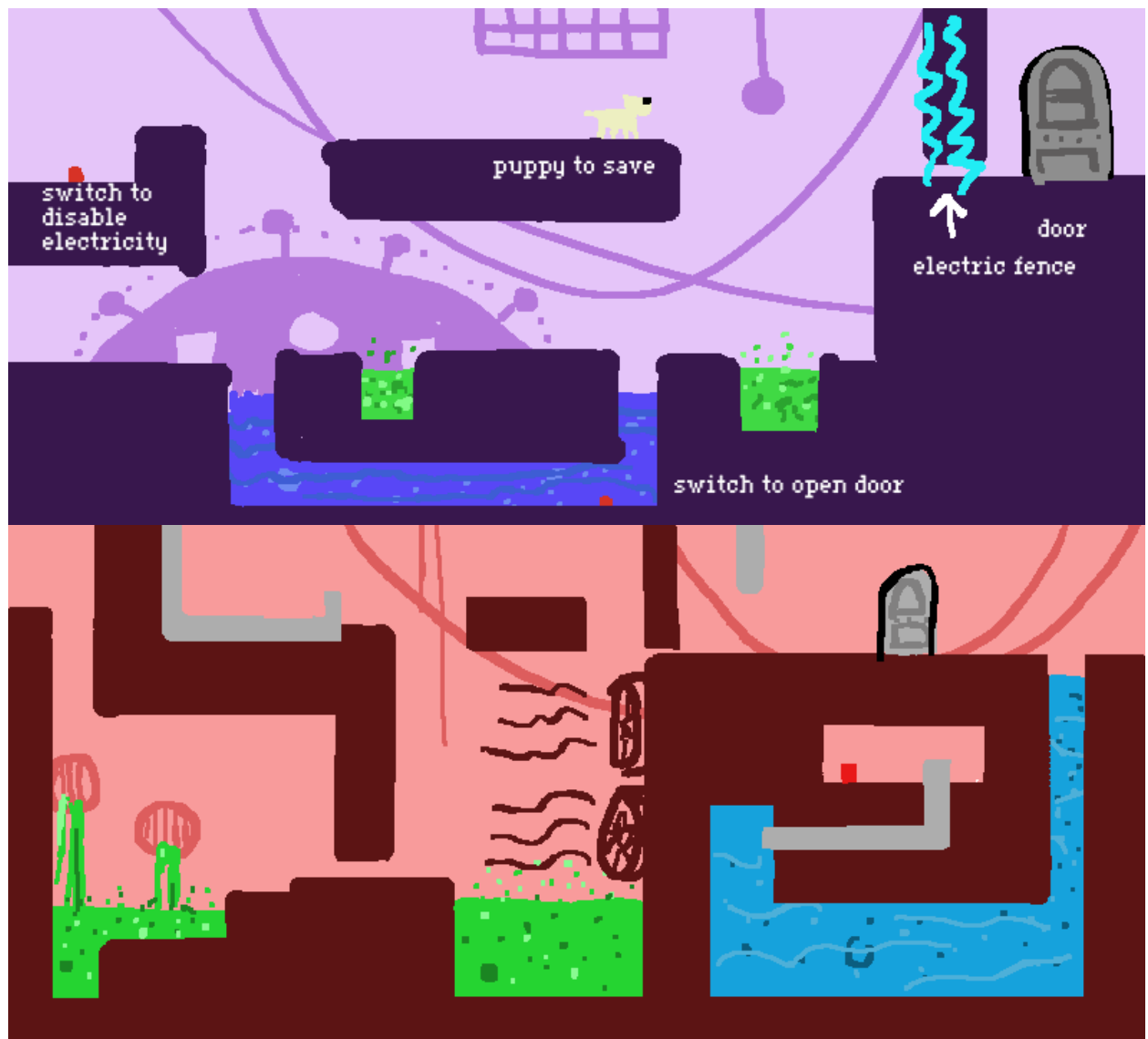
Environment Intractable Objects/Obstacles –

- Switches – open doors, etc
- Fans – obstacle to gas state
- Acid vats – to jump/float over -> Acid bubbles?
- Electric walls – obstacle to liquid state (doors)
- Underwater subversive areas – for solid state, switch and underwater levels
- Pipes - Liquefy self go down it





Figures 6, 7: UI Mockups



Figures 8, 9: Level Mockups



Figure 10: Title Mockup



Figure 11: Concept Sprite Sheet

7. Production Roles

- Ingrid [tech] – Code, import assets, UI mockups
- Beth [art] – Sprites, concept art, animation, sound
- Jenn [art]- Environment art, concept environment art, concept art, sound, animation

Production Schedule –

Wednesday, September 15th – Game idea/Game Treatment Document

Wednesday, September 21st

- Sprites and some animation [Beth]
- Environment art [Jenn]
- Code for simple actions [Ingrid]

Wednesday, Sept 28th

- Code for more complex actions [Ingrid]
- Animations [Beth and Jenn]
- Sounds [Beth and Jenn]

Monday, Oct 4th – Complete game for playtesting

Monday, October 11th – Final Game