

GAME DESIGN DOCUMENT – JAN-I-TEOR

OVERVIEW

GENRE – Point & Click Adventure Game, Humor

PLATFORM - PC

TARGET AUDIENCE – 13+

GAME ENGINE – Visionaire

CAMERA - Perspective

SETTING

The game takes place in Bradley's High School in the current timeline. Since the planned prototype has only one level, only a small area of the school is taken into consideration for the gameplay to take place in. This area includes a Classroom, Chemistry Laboratory, Janitor's storage room, Washroom, Chemical Storage and a Hallway that serves as a connector for all these rooms.

BACKSTORY

Set in the current era, Bradley's High school has had its own share of mischievous students.

It was just another day in the life of our "Nerd", a 10th grader, who was attending his chemistry class. A project was handed out to the students that day, that required them to form teams and create a unique chemical reaction. Nerd never liked working with anyone, specially not the bullies, hence he formed a random team, where he chose to do all the work. His team comprised of two cheerleaders, a jock, and a random average guy.

Although nerd chose to work on his own, the rest of the team tried help him regardless, and their project was soon reaching its goal. They were left with only one chemical to be added to complete the process, which they could only do so after having it set for 24 hours.

This was all being noticed by a group of bullies, who were never taken in any team due to their aggressive behavior. One of them did not take it quite well, and tried to steal nerd's research papers, which was soon complained about to the professor by one of the cheerleaders.

But this was not taken well by one of the Jocks. He decided to add a secret element into their now almost set project. When the group of students finally came back and tried adding the last element, the reaction that took place changed the looks of these students.

PLOT – OF LEVEL

Janiteor, the Janitor of Bradley, had been working in the school for almost about 10 years. He despised his job so much that he became too good at it. His working hours began usually just before school's last bell. On a typical Monday afternoon, as he's done with his work, he hears a loud noise, something almost resembling a fire cracker.

Not that he was a fan of kids, he immediately grumbles and leaves his Storage Room to check on the commotion. As he walked around, he came across some incredibly disgusting tracks of slime, something



he's never seen before. Instead of cleaning it immediately, he decides to follow it and find the culprit. But what he sees when he enters the lab shocked his pants away.

He notices that there is a regular student with weird looking lower body, and a blob. Upon receiving an explanation from the student, he is now asked to help them out, mostly bribed by the intention of not having to clean up the mess repeatedly.

He then comes across several scenarios and "forms" of students and helps create variations of a serum to treat the level of deformity that has been caused.

MAIN CHARACTER

JANITOR

The main character, that is, the Janitor, is the character that the player explores the gameplay through. A self-proclaimed OCD patient, this guy cannot handle a speck of dust near him and is immediately itched to clean if spotted one. Although he works in a High school, which is filled with kids, he is not a fan of one. He is also very punctual and works usually just before the last school bell rings.

NON-PLAYABLE CHARACTER's

NERD

The nerd is a punctual, and dedicated student. He follows all the rules and specially the safety measures required before doing any chemical tests. He isn't a fan of team work.

CHEERLEADERS

The two cheerleaders who are now fused into one, were the farthest when the reaction took place. One of them is humble, whereas the other a very arrogant one. They both love their pom-pom hence it became a part of their fused body.

JOCK

A basketball player who was part of the nerd's team, was mid-way affected by the reaction. He is a strong, well-built character and does not speak a lot.

BLOB

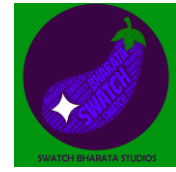
Being one of the few unlucky ones, our Blob was standing nearest when the reaction took place. Hence, he ended up having a completely deformed body. He is a very happy guy, and loves his hat. Due to the reaction, he cannot communicate properly, hence does it through symbols.

SECURITY GUARD

A carefree guard, who does not take his job seriously. He wears headphones and relaxes on his chair in the hallway, being in an illusion that nothing can ever go wrong in High School.

GAMEPLAY

The game begins with a cutscene, which introduces the player to the whole chaos. Our janitor is reading a newspaper when suddenly a loud noise distracts him. He grumbles and decides to check it out. It then proceeds to a tutorial which will help our new players to get an idea of the game and its surroundings. As soon as the tutorial is completed, the actual game begins.



TUTORIAL

Tutorial takes place in the Storage Room, which is where the Janitor stores most of his belongings. The player is taught the controls of the game and the options available when interacting with items. The tutorial eventually ends with the player having a critical item, which is necessary to proceed.

MAIN GAME

Gameplay begins with Janitor noticing a dirty knob and getting itched to clean it. He then enters the Chemistry lab, where our two NPC's are located. The nerd being one introduces the Janitor to the situation. The other NPC being the blob, is not taken well by the Janitor, since he is freaked out. After having received the first quest, the Janitor is supposed to collect a book which'll prove helpful for the nerd to create the "First Serum" which heals level 1 deformity. This serum is to be given to the Cheerleaders. These cheerleaders reveal more information and help create the Serum 2 to heal the Jock in the classroom. The jock then proceeds to reveal the final set of information, which will cure the blob in the chemistry lab.

The nerd does not get cured, since our aim for this level was limited to the quests stated above. The nerd in the actual story line proceeds to help our Janitor to cure other types of deformities.

PUZZLES

- Picture Puzzle – Finding picture parts and arranging them



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- Word Based Arrangement – Arranging chemicals based on a word written in classroom
- Trial and Error – Player has to mix by and see the results on their own

MECHANICS

SINGLE CLICK & HOVER

The game mechanics are just like any other Point & Click game where the player gets the option to move around and explore their surroundings by clicking at the desired location.

They get information about an object by hovering the mouse over it. Some items can be observed, whereas some can be picked up.



SCENARIOS

NORMAL QUESTS

One of the earlier quests require the player to obtain a book from a locker, that needs to be unlocked. The player has to find the locker code by searching in classroom. The code is written on one of the desks. Once collected, the locker can be unlocked and the book can be collected.

CHOICES

After having acquired the Level 1 serum, Janitor has to give the serum to the cheerleaders. Since at the moment, there is only one, he has to choose which fused twin to give it to. Although the serum heals both the students, the one who consumes it gains their body figure quicker.

Player's choice will define what kind of quest they receive next.

TROLL QUESTS

Some activities/quests given to players sometimes have no clear instructions given to them.

A situation arises when the Nerd asks the Janitor to mix two chemicals out of three, and regardless of the choice, the objective is failed. Hence, he has to speak with the Nerd again to complete the quest.

This is done purely to add humorous kick to the game.

PUZZLE SOLVING

Janitor is given a quest to find a picture which has information on the compound. He must hunt for torn parts and reassemble them.

The reassembling is to be done by moving adjacent picture parts to their right places.

GAMEPLAY EXPERIENCE

This game intends to provide an experience that inclines more towards curiosity. The quests designed for this level are quite small, but are hold enough gameplay factor that will definitely make the player look forward to the succeeding levels. Most of its silly humor comes through characters, their animations and dialogs.



LEVEL DESIGN DOCUMENT - JAN-I-TEOR

OVERVIEW

The level takes place quite recently after the reaction has taken place. The player starts at the Storage Room. An explosion sounds makes the Janitor leave the Storage Room and begins his journey in the game. He has to find information to customize three types of serums, to help the three levels of deformities.

To accomplish this, player has to go through a series of quests. Initially, classroom is not accessible, but a situation later arises which requires the player to unlock it. Throughout the level, player will come across three types of deformed kids. Although the nerd gives the main quest, these kids too will provide small quests to help them out. In return they reveal information.

OBJECTIVE – OF LEVEL

To acquire parts of the equation and cure deformed kids.

There is one side quest as well, but doesn't necessarily require completion. The side quest requires the player to investigate about the bully that has caused this chaos.

CHARACTERS

- NERD
 - o Gives quests
 - o First quest gives information about 1st serum construction
- CHEERLEADERS
 - o Is cured by 1st Serum
 - o Provides information on the second serum construction
- JOCK
 - o Provides information on the second serum construction
 - o Is cured by 2nd serum
- BLOB
 - o Provides information on the third serum construction
- SECURITY GUARD
 - o Helps open the chemical storage

PUZZLES

The types of puzzles in this game are quite simplistic and easy to complete. Some require clues whereas some are just purely based on Trial and Error.

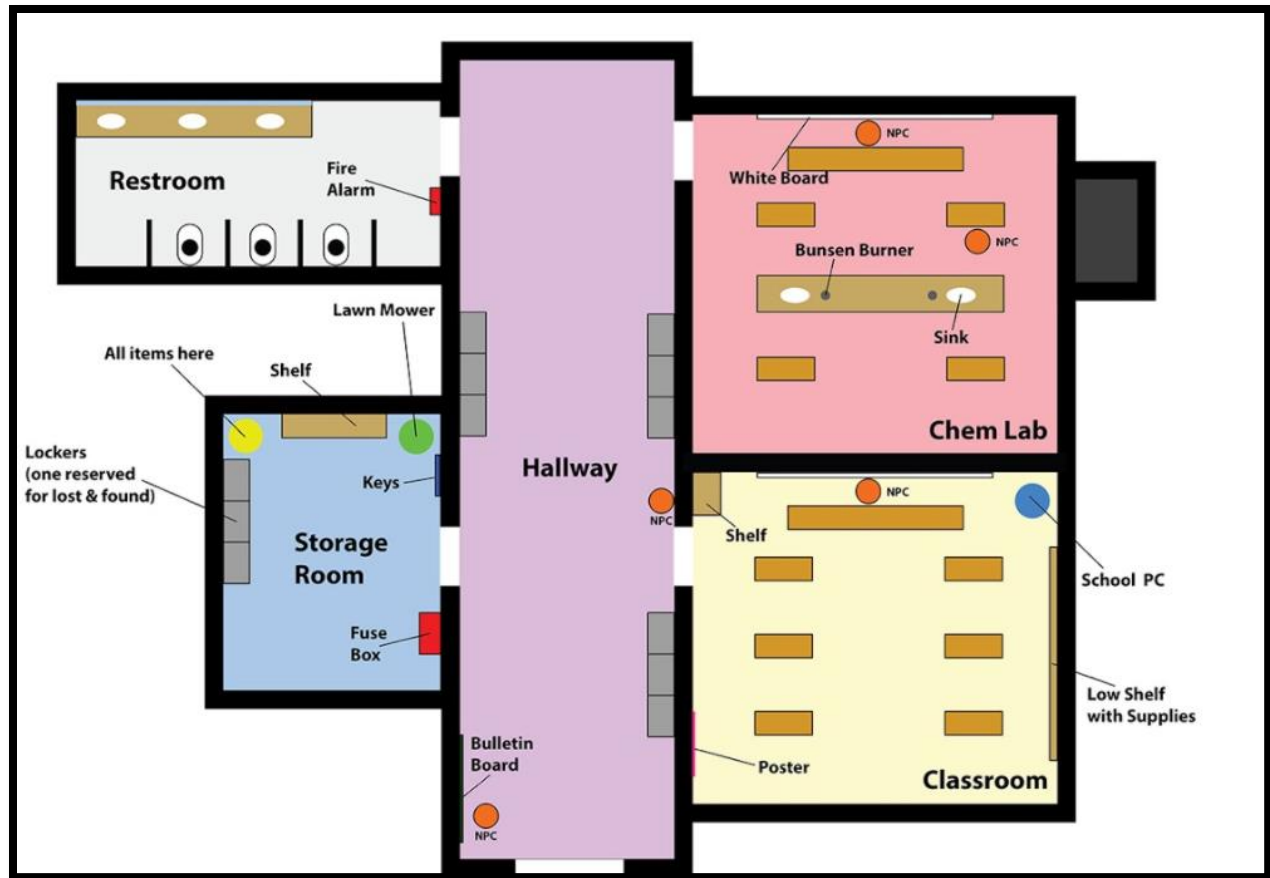
- PICTURE COMBINATION
 - o Player is prompted to collect picture parts
 - o Parts are then to be arranged
 - o When completed, reveals information
- WORD BASED ARRANGEMENT
 - o Player gets clue about the sequence by checking the word on board



- In chemical storage, player has to arrange the compounds based on the order of their color
- MIX N MATCH
 - A set of four chemicals
 - One remains as a base, rest have to be mixed into it
 - Purely trial and error, hence needs to test and find the correct order

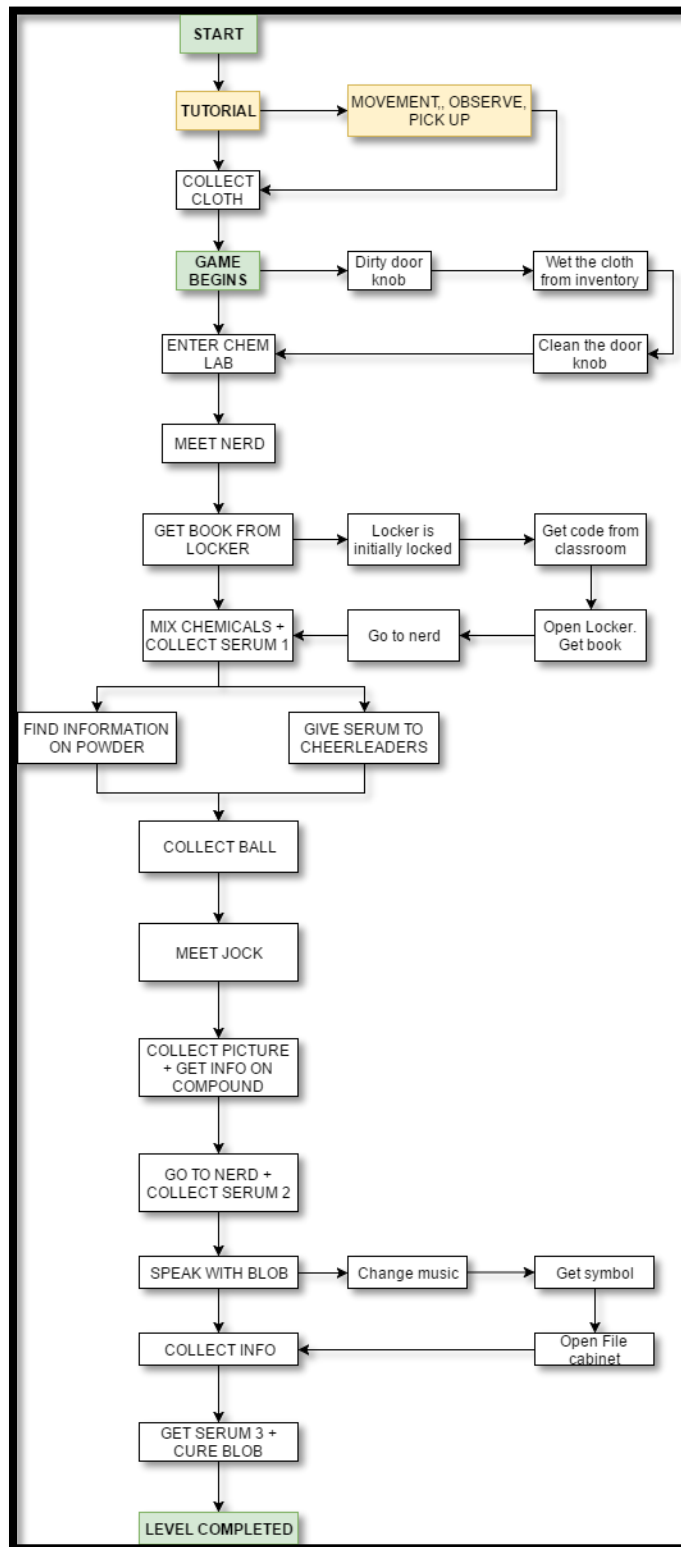
LEVEL LAYOUT

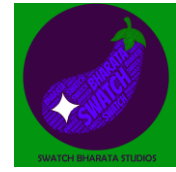
- STORAGE ROOM
 - The storage room is the location where the game begins. Although it doesn't have any NPC's or quests, it does have items that can be used for one.
- CHEMISTRY LAB
 - The chemistry lab is where the Janitor encounters his first quest via a Nerd. He keeps coming back to this room for new tasks, hence this being a very important room. He also cures the last NPC located in here.
- CLASSROOM
 - This room consists of an NPC, who will give information on the third serum. This room is initially locked, and needs to be unlocked to get locker's code.
- WASHROOM
 - This room comparatively has less importance since the player visits it twice.
- CHEMICAL STORAGE
 - The least used room in the entire level. It only consists of one puzzle.
- HALLWAY
 - Serves as a connector and has lockers, out of which one is interact-able and another has a clue stuck on it.





FLOWCHART





LEARNING & DIFFICULTY CURVE

The tutorial teaches the player about the controls of the game, which are very simple. It also teaches the player about Inventory system and how to use items. The sequence of the tutorial is also in a smooth flow. The player is taught things in the following manner

- Movement
- Observe Item (Not implemented in the game)
- Pick up Item
- Inventory – item appears in inventory

The types of quests introduced follow a linear pattern. These quests get larger in terms of content as the player proceeds. They also start getting trickier, as collecting clue and puzzles come into play. An example, to acquire the level 2 serum the player needs to obtain a compound but to get it, the player must complete quests for two other NPCs.

The order in which puzzles are introduced also follow a similar format. Initially, Picture puzzle involves very few items and has to be just collected and arranged. The puzzles following it require clue collection, such as information on the antagonist, finding equations and combining chemicals to form a solution and the latter is pure trial and error.