

Do You Like Me Too? Yes [] / No []

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Game Logline

Pass your note to the cute girl at the front of the class without getting caught by the teacher!

Gameplay Synopsis

Overview

In DYLMT, the player must guide their note through the classroom as it goes from student to student. The player must get past different types of obstacles throughout the classroom all while avoiding being caught by the teacher patrolling the room.

Gameplay Description

The classroom will be a grid of students. The player sits in the bottom left corner of the room. The cute girl sits at the front right corner. The player must direct other students to pass the note to the cute girl. The note will get passed every few seconds. If the player does not select the next student to get the note within the time window, the note will be passed randomly. In addition to the teacher, there will be various obstacles in the classroom. Some desks may be empty, blocking the way. The Teacher's pets will rat you out if they receive the note, and bullies may pass the note the wrong way. The player also has friends in the class that will help by automatically passing the note on and saving the player valuable time. If the player is in the teachers area of vision when directing the note, or if the note gets passed while in the area of vision, the players loses and the note will be read in front of the class.

Controls and Interfaces

The controls will simply pressing an arrow key in the direction he wants the note to be passed.

Rules

The player – The note's origin point and the path director. The player must not be in the teacher's area of vision when directing the note.

The cute girl – The goal of the note. If you can get her the note during class, maybe she will hold your hand at recess.

The teacher – Avoid at all costs. The teacher will be randomly patrolling the classroom. She will have a limited area of vision indicated by which students are being attentive and which are slacking off. If the player directs the note while in the area of vision or if the note is passed while in her area of vision, the player loses.

Empty desk – Empty desks belong to students that stayed home with a cold. Notes cannot be passed through empty desks.

The bully – Bullies are jerks in the class that don't care about helping the player. If they get the note, the player can't control which way they are going to pass the note. Bullies are larger than the other students.

The teacher's pet – These goody goodies won't misbehave in class and will instantly rat you out if they receive the note. A teacher's pet can be spotted by their halo.

The buddy – The player has friends in the classroom that want to help him get a recess date. If a buddy gets the note, they will automatically move the note towards the cute girl, saving valuable time. Buddies wear the same color shirt as the player.

Scoring/Winning conditions

The player wins if the cute girl gets the note and the teacher does not catch the students passing the notes. The game then progresses to a more difficult level (later class period). If you successfully get a note to the girl during each period, you win the game.

Game Levels

The game will have easy, medium, and hard difficulties. The difficulties indicate the size of the classroom/number of students in it. Each successive stage will include more obstacles, and the teacher's area of awareness will increase.

Division of Labor

Brandon – Design, Code

Lee – Design, Code

Charbel – Design, Art

Concept Sketch of game layout

