

Monsters In My Closet – Design Document
Group #5 (Yiannis Nicolaou, Ray Stopa, Min Lee Tang)

Game Logline

“Try to survive until dawn by ridding the monsters from your room.”

Game Synopsys

Overview: The user is a small child on his bed in the middle of the night. Monsters come from out of the many closets toward his bed and try to eat him. The boy must throw balls at the monsters to get rid of them. The boy can choose from three different colored balls and there are three different color monsters coming at him. He can only hit the monster with a ball of the same color. Each level is one night and a timer counts down until dawn when the monsters disappear and the level is complete. The boy must survive five levels or nights in order to win the game. Our game is unique because there are very few games that involve color matching and shooting speed.

Gameplay Description: Monsters come from the perimeter of the screen toward the bed (or center of screen). A closet door will open up whenever a monster comes out of it. The user can choose the color ball he is throwing and it must match the color of the monster he is throwing it at. If he hits the monster it will disappear, if he hits a monster with the wrong color ball it will come at him at a greater speed. The user must fend off all monsters until the time runs out and he will advance to the next level. If a monster reaches his bed he will lose the game.

Controls and Interfaces: There is an arrow pointing in the direction of the mouse coming from the boy's bed. It can rotate 360 degrees around the boy and will always point in the direction of the mouse. The boy can throw a ball by clicking the left mouse button. There is a small box in the lower left hand corner of the screen with the color ball he is currently throwing. He can use the left and right arrow keys to switch the color.

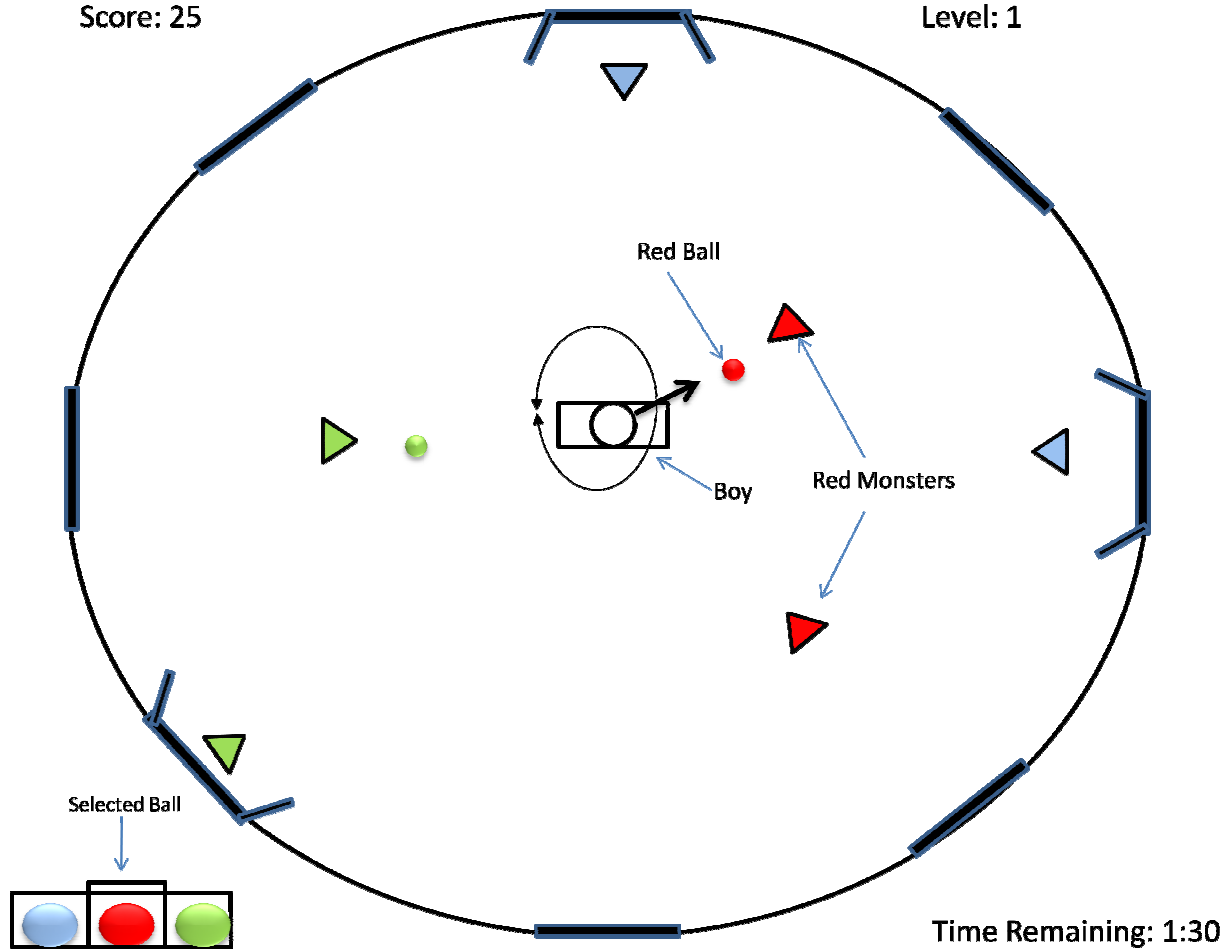
Rules: The main character or user is the boy at the center of the screen. The enemies are different colored monsters coming from all sides of the room. The boy can throw the balls at the monsters, if a ball of a similar color comes in contact with a monster it disappears. If any monster reaches the boys bed, the boy loses. If he makes it until the end of the time limit he advances to the next level. Advanced levels contain faster monsters or characters that the boy should not hit (like his mom, dog, cat, etc...). If he hits one of these characters it will turn into a monster, otherwise he will gain 10 points if one of these characters reaches his bed. If he hits a monster with the wrong colored ball it will speed up.

Scoring and Winning Conditions: The user can score points by ridding the monsters from his room. Anytime he gets rid of a monster with a correct colored ball he will gain 10 points, he can also gain 10 points in later levels by not shooting a “good guy” character (see above). The user can win the game by beating all five levels. Different users can compete by trying to get a higher score than previous users.

Concept Sketch:

Score: 25

Level: 1



Division of Labor

Yiannis Nicolaou – Coding (basic framework, basic game play functions, controls)

Ray Stopa – Coding (animation, levels), graphics

Min Lee Tang – Coding (Instruction screen, points, high scores, game win/lose screen), testing