

**CS680: Experimental Game Design  
Project 1 Game Design Document**

**“Vomit Toss” (Working Title)**

**Group 8**

**Eric Walklet, Tom Kooijmans, Craig Stevenson**

## **1. Title**

Vomit Toss (a working title)

## **2. Logline**

Eat as much junk food, ride as many rides, and play as many games as possible before the carnival closes... without vomiting.

## **3. Gameplay Synopsis**

### **Overview**

The player assumes the role as a child at a local carnival. This child's goal is to have as much fun as possible before the carnival closes. Riding the attractions, eating food, and winning carnival games all increase the child's level of fun.

Riding too many intense rides or eating too much junk food, however, can cause nausea. Accumulating too much nausea will cause the child to vomit, which will penalize the player's level of fun that they have achieved.

Because more intense rides attract longer lines and higher breakdown rates, the player must strategically choose which carnival activities to pursue in order to maximize the amount of fun before the carnival closes.

### **Gameplay Descriptions**

The carnival contains a number of attractions including rides, food stands, and games. Each attraction increase's the player's level of fun when completed successfully, though each attraction also requires a certain amount of time to accommodate waiting in line and actually participating in the attraction. Most attractions also increase the level of nausea that the player is currently experiencing.

The player controls the main character – a child – who is located at the entrance to the carnival when the game begins, and is able to freely move about the carnival grounds. The player then has the choice of getting on a ride, visiting a food tent, or playing a carnival game.

If the player chooses to try out one of the rides, the player must move to the ride entrance and wait in line. When the ride has finished, the player will reappear at the ride's exit.

If the player chooses to eat some food, they have the option of visiting several food tents; each with a different specialty.

Both rides and food cause the player's nausea level to increase. After visiting a ride or a food tent, if the player's nausea level has risen to a certain point, the child will vomit.

The player may also choose to try out a carnival game, which does not have any effect on nausea. The player's fun level will only increase if the game is won, though the odds of winning are stacked in the favor of the carnival, and losing a game will cause the player's level of fun to decrease.

In order to balance the various carnival attractions, high-intensity rides – which have the most-beneficial effect on the player's level of fun – cause the player's nausea level to increase significantly, and are more likely to break down. When a ride breaks down, the ride is closed for a certain amount of time in order to be repaired. High-intensity rides also have longer lines, thereby requiring more of the player's time.

The player can achieve the highest scores by balancing which rides, games and food in which they choose to partake depending on their nausea level and each ride's availability. At the end of the night, the carnival will close and the game will end.

### **Controls and Interfaces**

- Player Controls

The player moves around the carnival by using the arrow keys to move in the four cardinal directions. Pressing the space bar when in close proximity to a carnival attraction will cause the player to engage in the attraction.

- HUD

The fun level of the player is visible as a numerical score which increases and decreases according to the player's actions.

The time of day is also shown in order to inform the player of how much time is left before the park closes.

A nausea meter is prominently displayed on the right side of the screen to illustrate the likelihood of vomiting.

- Game World

The carnival world is viewed from a top-down perspective. The entire carnival is always visible from the main game view.

### **Rules/Scoring**

- General

The carnival opens at 4:00 PM. The player has until 11:00 PM to achieve as high score as possible. Time passes constantly, moving at an accelerated rate equivalent to one minute of real time for each hour of game time. This gives the player seven real-time minutes to play the game.

The player's nausea level increases by visiting certain attractions and decreases slowly over time. If the player exceeds their maximum threshold of nausea, the player will vomit, greatly reducing their level of fun.

- Rides

The player's fun level increases when they choose to go on a ride. This increase is proportional to the level of intensity of the ride they have chosen. More intense rides yield greater increases to fun, but higher ride intensity leads to higher levels of nausea, longer lines, and greater susceptibility to breaking down. If a ride breaks down while the player is waiting in line for it, the player's fun level will decrease. The amount of time that must pass before the ride reopens is also proportional to the ride's intensity.

- Food

The player's fun level increases when they visit a food stand, though the increase is not as potent as that of a ride. Food stands, however, are less likely to run out of food (the equivalent of a ride breaking down) and have lines that are significantly shorter than that of a ride. Like rides, eating food increases the player's level of nausea. The amount of this increase is different for each of the foods available at the carnival.

- Games

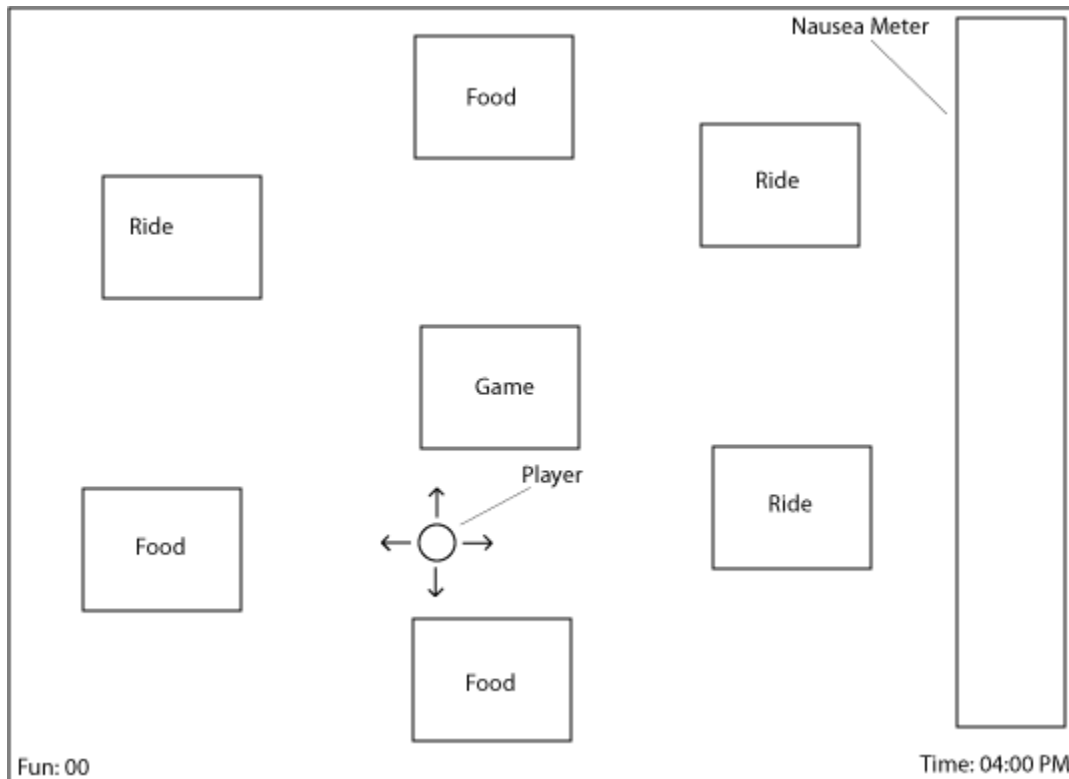
The player's nausea level is not affected at all by playing games. These games, however, are rigged in the carnival's favor, and losing is much more common than winning. If a player wins a game, the player's level of fun will increase significantly. Losing the game, though, will cause their level of fun to decrease slightly. Similar to food stands, games have much shorter lines than rides and are less likely to close down (the equivalent of a ride breaking down or a food stand running out of food).

The following table illustrates the relationship between the various carnival attractions and their effects on the player:

	<b>Fun</b>	<b>Nausea</b>	<b>Break Down Rate</b>	<b>Time Required</b>
<b>Carousel</b>	Low	Low	Low	Low
<b>Bumper Cars</b>	Med	Med	Med	Med
<b>Round Up</b>	High	High	High	High
<b>Cotton Candy</b>	Low	Low	Low	Low
<b>Popcorn</b>	Med	Med	Low	Low
<b>Pizza</b>	High	High	Low	Low
<b>Games</b>	High	Low	High	Low

The expressions shown in the table are relative terms and represent ranges of their respective values. Two attractions with an attribute rating of "Low" may not necessarily have equivalent values, though their effects on gameplay will be similar.

## Concept Sketch



### 4. Division of Labor

Eric: programming

Tom: art, programming

Craig: animation, art, programming

As I understand the game, I'm not sure how fun it will be. Are Food, Games, and Ride just cut animation or is the player doing anything? At least it's not clear from the description. I would guess from the description that the player has minimal interaction in them, if that is the case then the player interaction just is limited to moving the character to different booths and monitoring the fun and nausea level. This doesn't sound like a very good game. Minimally you want something that the player does at least in the Ride and the Game to control the outcome.

Also, I think the opposite concept would be more fun. Finding ways to make the kid vomit. This is an ok game design document, but some things are kind of sketchy and need more thought. I'm giving this 18/20.