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Sugar Sleuths Design Brain Dump

**What is this?**

The following is a series of thoughts and ideas on what directions I think might work for Sugar Sleuths. There was no template to follow. So I will try to organize them in a way that is easy to digest.

**Possible Constraints**

* Turn based
* Hybrid gameplay (Clue/Side scrolling)
  + We can remove the board game aspect; not Clue specifically, but the space-based movement determined by dice and the like.
  + Therefore the game doesn't have to be so linear/angular. We have the freedom to make the map look not as polygonal.
  + The side-scrolling is probably going to remain linear however. It’s side-scrolling.

**Mechanics From Clue that work**

* Game of deduction
* Players must use the resources they have, and that of other players
* Any game character could be the culprit.
* Searching in rooms for evidence.
  + In this case, making suggestions reveals whether or not the card(s) in question are in the paper case.

**Side scrolling mechanics that work**

* Smooth controls
* Get points
* Platforming
  + I think we should keep the platforming to a minimum. Of course, jumping can be implemented, but I don't want Mario-esque platforming to be the primary aspect of the side-scrolling portion.
* Some sort of combat
  + The combat could be just sabotage, not real-time attacking foes that aren't other players.
    - As a party game for younger audiences, I don't think there should be enemies that just roam the map, attacking the players on sight.
  + Jumping on foes
  + Hitting foes with a weapon
  + Throwing stuff at foes

**The Issues.**

* Side scrolling games have a bigger feeling of immediacy than games like Clue where players are given more time to think about the information they have been given.
  + We need to consider how we can have comfortable amounts of the two “extremes” of the immediacy of side-scrolling and quiet time (can’t think of a better term) for looking for clues.
* The board game clue was a lot more fun than the video game, as keeping track of information was easier. Keeping that information to yourself was easier as well.
* If we take the “hot seat approach” then we need to work around the fact that players might have a hard time keeping track of information.
* Players will not have as much privacy to their information. We either try to enforce an honor system (Like in the SNES Clue), or work around the fact that we might not be able to give each player their own personal clues in the beginning of the game.
  + We need to determine whether or not the secrecy of the clues needs to be maintained, creating a more competitive environment.
  + Or the secrecy needs to be tossed, creating a more cooperative environment.
  + Player vs player, or player vs game?
    - Party games can be either or...

**Thoughts moving forward**

* Side scrolling section could have candy as a type of point gathering, at the end of the game the player who collected the most candy could get a bonus, like in smash the winner of the game isn't always the person who got the most kills, or in the legend of zelda four swords, at the end of each level the game would tell you who got the most rupees.
  + Running with that a little further. We could add to that candy collecting. Perhaps certain NPCS, will only give you a clue if you give them candy, or help you in some other way. Unlocking a shortcut.
* In the game Battle Hunter, a turn based game (That also incorporated the “Hot Seat” method ) where players would try to find a target item and get to the level's exit. Players had to deal with npcs, and enemy monsters. You couldn’t camp at the exit, as it would only appear after the item was found. And because you’re range of movement and attack power were based on chance, you were never guaranteed. That you would be able to defeat the person who had the target item. If games went on for too long a very powerful enemy would spawn and would target the person with the target item.
  + Maybe some NPCS won’t help you unless you defeat them in a game of rock paper scissors.
* Instead of giving players their own separate clues, we could present them with a randomized set of clues at the beginning of the game, and allow them to do what they will with those clues. If we have a big enough map, and enough clue branches (or types), then it could make up for the lack of initial secrecy. The clue seeking during game play with this model, could emulate the way the SNES version of clue.
  + With this we run the risk of players finding a new clue, only for another player to be closer to it. We either nix as many locations specific events, or attempt to even the playing field by having things like this happen around the entire map.

Camp counselor Ai driven movement, action? (Sure)

Event cards/ in game events

Chance Card

(Peek?) (We can't avoid it so far)

9 bunks ok

Who did it? 6 Character

Must be in bunk to make accusation (Fine)

**Clues**

1. Bunk (9)
2. Character (6)
3. Candy type (6)

**Pending Loops (Not Final, just for brainstorming)**

**Primary Core Loops**

* Gather Badges/Chocolate Coins (Points)
  + As a type of point system
  + As a type of currency
    - What can we buy with this?
  + Badges made with candy wrappers?
  + Chocolate coins with the gold wrapper or unwrapped?
* Player movement
  + Can any of the characters move faster or slower than others?
    - With different stats in mind, should we consider unique abilities for each character?
  + If not, then we need to figure out how much time they’ll need to run to a main area via a path that directly connects to another main area (like how the hall is right next to the study in Clue).
    - Maybe 20-30 seconds? That gives them more time to look around areas and interact with NPCs.
* Avoid obstacles
  + Loose time on turn
    - If you run out of time midway do you have to start over?
    - If you run out of time during your turn the next player begins their turn?
  + Time per player (2 minutes)
  + Potential Obstacles
    - Bushes and shrubbery
    - Wildlife, such as owls and bear cubs (we don’t want children getting mauled by a mama bear)
    - Large rocks
* Gather Clues
  + The right combo of three will constitute a correct accusation (Win condition)
    - Can only accuse in Bunk
  + You lose if you guess wrong.(A game can have possibly no winners; like Clue, the culprit can get away with the crime.)

**Secondary Core Loops**

* NPC Interactions
  + Use them for Shortcuts
  + Use them for clue hints
  + Use Points and they’ll do you these (above) favors
* Player Interactions?
  + They could be like NPC interactions. Of course the receiving player has the ability to make choices.
    - Maybe we can limit it to one option. For example, the current player can ask the receiving player if they want to bargain some chocolate coins for a hint. The receiving player can accept the offer, the bargain (maybe the more specific the hint is the more it’ll cost) takes place, and that ends the interaction.
  + They probably wouldn’t have access to shortcuts, unless the character they play has a special ability?
* Types of Players?
  + I mentioned this a bit earlier, but should characters have different stats or have equal stats?
    - In Clue, the characters have the same stats.
    - In Friday the 13th (NES), the characters had different stats.
  + Do they sleep in different cabins or hang out in favorite spots?
    - Where would the players spawn in/start the game?
* End of the Game Rewards?
  + For uncovering the culprit?
  + For gaining the most badges/chocolate coins?
  + For sabotaging the most times?
  + For finding the most clues?
  + For running around the camp?
  + For using shortcuts more than everyone?
  + For winning the rock-paper-scissors the most times?
    - For losing the most times?
  + The rewards could be some kind of ultra badge or something, and the player with the most of those win.
    - That could mean the player that discovered the culprit may not be the winner however. Can we sacrifice that? Or should it be the person who found the culprit wins, hands down?

**Tertiary Core Loops (Do we need to go this far?)**

**Games to Check Out**

* Mario Party (1 to 10, N64, GCN, Wii, Wii U)
  + Mario Party 6: <https://www.youtube.com/watch?v=hOSKdrNY3P8>
  + Mario Party 5: <https://www.youtube.com/watch?v=IUXfo6Qod-Q&list=PLQ-nEMx5LgUnxbnNXvW3AsT0albFyvDJv>
  + Mario Party 10: <https://www.youtube.com/watch?v=rmi8tzUb6tA>
  + Mario Party 1: <https://www.youtube.com/watch?v=Y3mWPYvjQz4>
* Camp Sunshine (it’s a horror game, but there are camp aesthetics, PC)
  + <https://www.youtube.com/watch?v=ja6YEZgqppY>
* Monaco (PC)
  + <https://www.youtube.com/watch?v=ZQytAipgaug>
  + <https://www.youtube.com/watch?v=8bvW6EPQY9k>
* DuckTales (NES)
  + <https://www.youtube.com/watch?v=xaByJVthapM>
* Battle Hunter (PS1)
  + <https://www.youtube.com/watch?v=YdbeNzq3Wa4>
* Clue (Xbox 360?)
  + <https://www.youtube.com/watch?v=TlKuo0ObIdU>
  + It has some complicated rules in play, but looks better than the SNES.

// Patrick Khuu [green text]

// Camp Candy [Competitive High Concept]

**Rules**

Youngest player goes first

Before the game begins, players must decide how many turns to play (3, 6, 9 turns each)

before the game ends

Each player gets 2 minutes (or less) before handing off to next player

If active player gets hit 3 times before the time is up, hand off to next player

1 continue chance (only active during final 30 seconds of turn; player will need to play

slot-machine match-three successfully to continue to end of 2 minutes)

3 candywrappers collected grants “Candy Collect” bonus special ability

**Objective**

Side-scrolling, turn-based, one-controller &quot;hotseat&quot; type of game

Play strategically against the other campers to gain the MVP title

Players compete to have the most candies by the end of the game

Complete new areas to access different locations

Once players reach the 1 minute mark, access to grapple gun (found as cut-

scene/animated/obvious pick up along the way) will be granted

Hazards will become more challenging requiring them to use the grapple gun to

successfully finish their 2 minute run

**Mechanics**

On &quot;kill&quot;, everything explodes into candy (essentially, candy explosion occurs in place of enemy

every time a player successfully &quot;kills&quot; spiders and bees)

Players earn 1 candy automatically every 2 seconds; 60 candies = 2 minutes

Rock/Paper/Scissors mechanics give players the opportunity to “KILL IT”, “SPARE IT”, or “SNEAK

BY IT”

-KILL IT, worth 1-2 candy (destroys enemy; active player must play the slot-machine game twice to determine if KILL was successful… 1 three-match hurts the enemy and is worth 1 candy. 2 three-matches kills the enemy and is worth 2 candy. Next player will not need to defend.)

-SPARE IT, worth 2 candy (saves enemy for later; active player must play the slot-machine game to decide whether the enemy takes a 1 candy toll or not; forces next

player to play slot-machine chance game to determine defend success. On success,

player defends against enemy attack and can choose to KILL, SPARE, or SNEAK to

continue.)

-SNEAK BY IT, worth 1 candy (no risk; leaves enemy with 50% chance to activate defend chance game… This means the next player that makes it to this particular enemy will, half of the time, need to successfully defend themself by winning the slot-machine

match-three game in order to continue their turn.)

“Candy collect” activates if/when player find 3 hidden wrappers throughout the map; grants the

player a one-time opportunity to take 10 candies from all other players.

**Asset List (Hazards)**

+Picnic tables

+Rocks

+Logs

+Spiders (Black Widows)

+Spiderwebs

+Giant mushrooms (same or different colors) \*Mario/Gravity Falls inspired

+Bees

+Beehives

+Ant army swarm (Giant Ants wearing Green Helmets)

+Gnomes \*Gravity Falls inspired

+Golfcarts (work like Tunnels in Mario game; cutscenes/takes player to different location)

+Telephone poles (tileable; will be the major visual cue to player at one-minute mark)

+Telephone pole lines (tileable; will be a major visual cue to player at one-minute mark)

**Asset List (Playable Characters)**

Simple: “M&Ms” characters; 1-red, 2-yellow, 3-green, 4-blue, 5-brown, 6-orange

Ambitious: “Gravity Falls”-styled characters; 1-young, 2-fat, 3-camp counselor, 4-old, 5-black, 6-

short (just some possible traits for characters, or they can all be young kids depending on our

final determined target audience)

**Asset List (Weapon)**

Must: Grapple hook/gun powerup

Ambitious: “Unlockables”; 1-baseball bat, 2-candle, 3-slingshot, 4-fire poker, 5-

machete/katana/sword